PlayStation 2

EXCLUSIVE! PS2 DEMO DVD INSIDE!

ZIFF DAVIS MEDIA™

OCTOBER 2002
ISSUE 61

OFFICIAL U.S. PlayStation MAGAZINE

SPECIAL FEATURE & REVIEW!

KINGDOM HEARTS

EXCLUSIVE!
DEF JAM WRESTLING
LUDACRIS, DMX, FOXY BROWN, METHOD MAN, AND MORE!
SEE PAGE 31

Official U.S. PlayStation Magazine Issue 61 (October 2002)

GTA VICE CITY REVEALED!

EXCLUSIVE SCREENS OF THE HOTTEST GAME THIS YEAR

GETTING ONLINE MADE EASY

QUICK AND EASY TIPS FOR ANY CONNECTION

7 PLAYABLE PS2 DEMOS

PLUS! KINGDOM HEARTS AND BOOM BOOM HUCKJAM VIDEOS

HAWK & HOFFMAN

YOUR FAVORITE ATHLETES INTERVIEW EACH OTHER!

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YOU'RE LOOKING AT THE MOST ELITE
COMMANDO UNIT ON THE PLANET.

You can't see them, o
commando unit legenda

territory undetected. A
Enter the world of SO
intelligence and teamw

Developed in associati
unconventional warfare
rescues, reconnaissanc

Whether you lead your 4
or play online with and
is critical. Fortunately,
communicate and strat
in one piece. Remember

f course. After all, they're SEALs, a
ary for its ability to penetrate enemy

And then strike with surgical precision.
COM: U.S. Navy SEALs, where stealth,
work are the ultimate weapons.

on with the U.S. Navy SEALs, SOCOM is
the way it's really fought – with hostage
ce, ambushes and demolitions. Hoo-yah.

-man unit into battle in single-player mode
against up to 16 total players, teamwork
there's the SOCOM headset. It'll help you
egize with your unit, so everyone returns
r: "No SEAL left behind."

FC Stan P.
FC DONALD S
FC Ricky C.
FC Chuck
SR-25
20/20
9 MAGS
05:28

SEAL stands for sea, air and land. And you'll find out why as you combat terror in extreme environments like Thailand, Turkmenistan,

Alaska and the gnat-infested Congo. Should be a walk in the park. Next to Hell Week, that is.

SOCOM
U.S. NAVY SEALS

LIVE IN YOUR WORLD.
PLAY IN OURS.™

PlayStation 2

MATURE
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CONTENT RATED BY
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Blood and Violence

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"PlayStation" and the
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THE EYE OF RAJAH
90.3 CARATS
THE EYE OF RAJAH
Possessing 217 facets and a weight of 90.3 carats, the name of this immaculate diamond comes from the legend claiming that Mustara Shah of Persia stole it from the eye of an idol in the temple of Rajah to pay the ransom for his niece the Princess Ardvi Sura to the Sultan of Kashmir who had abducted her.

.com

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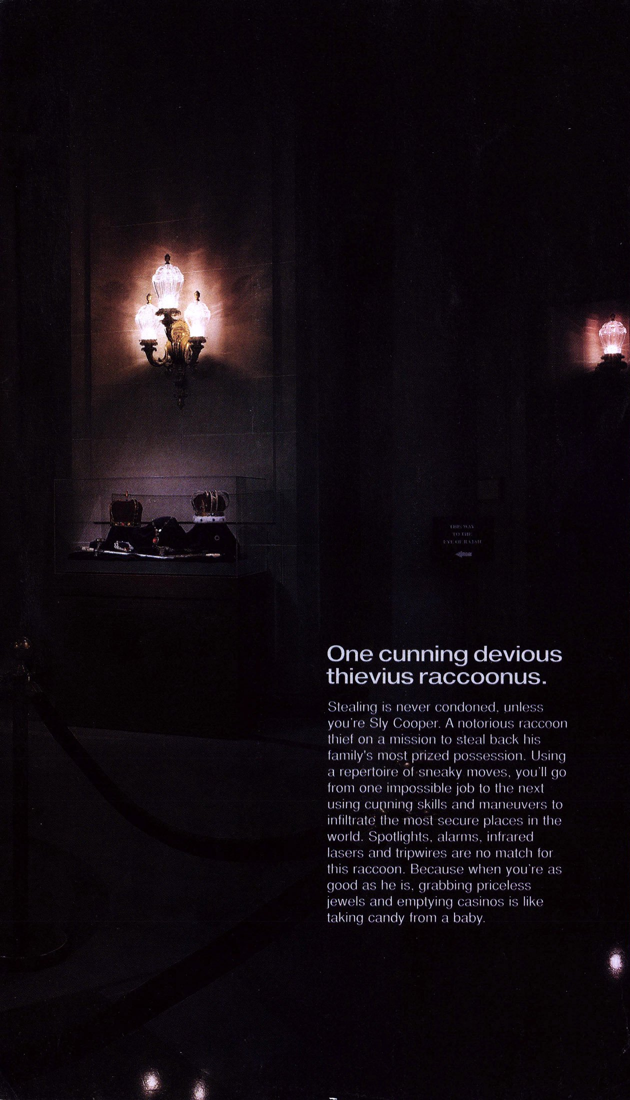
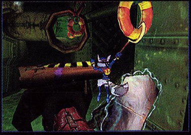


One cunning devious thievius raccoonus.

Stealing is never condoned, unless you're Sly Cooper. A notorious raccoon thief on a mission to steal back his family's most prized possession. Using a repertoire of sneaky moves, you'll go from one impossible job to the next using cunning skills and maneuvers to infiltrate the most secure places in the world. Spotlights, alarms, infrared lasers and tripwires are no match for this raccoon. Because when you're as good as he is, grabbing priceless jewels and emptying casinos is like taking candy from a baby.

SLY COOPER
and the
Thievius Raccoonus



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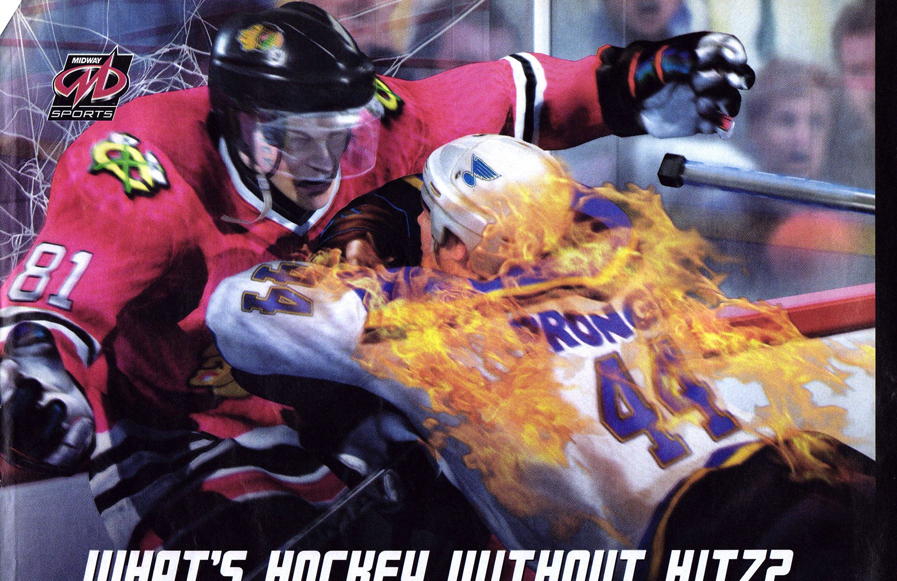

WHAT'S HOCKEY WITHOUT HITZ?

FIRE AND ICE JUST TOOK ON A WHOLE NEW MEANING. ENTER NHL HITZ 20-03, THE EXCLUSIVE ADRENALINE-STYLE HOCKEY VIDEOGAME THAT COMBINES REAL NHL TEAMS AND PLAYERS MIXED UP IN AN INFERNO OF BLISTERING HOCKEY ACTION. THIS YEAR'S HITZ TURNS IT UP A NOTCH WITH A TON OF NEW FEATURES AND ALL THE GLASS-SHATTERING AGGRESSIVE ACTION YOU'VE COME TO LOVE. WHO KNEW THE ICE COULD GET SO HOT?

- EXCLUSIVE adrenaline-style 3-on-3 hockey action means big hits, rocket goals and ferocious gameplay.
- NEW Franchise Mode. Deepest hockey experience available.
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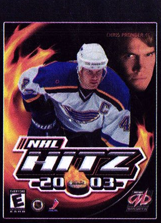
- NEW International & All-Star Teams, plus Fantasy Teams and Stadiums.
- NEW Hockey School and Mini-Games.



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NHL HITZ 20 03

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Violence

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MIDWAY
SPORTS

WHAT'S FOOTBALL WITHOUT THE BLITZ?

SACK UP AND GET READY FOR THE BLITZ! BLAZING BACK ONTO THE FIELD IS NFL BLITZ 20-03, A GRIDIRON FIRESTORM OF HARD HITS, OUTRAGEOUS MOVES, FLYING TACKLES, AND THINGS USUALLY LEFT TO THE IMAGINATION. BRING SOME COURAGE AND YOUR MOUTHPIECE 'CAUSE THINGS JUST GOT SERIOUS.

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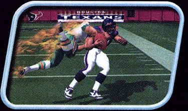
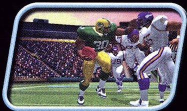
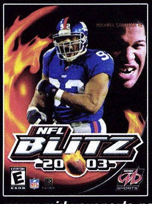
- **NEW** Fantasy stadiums in amazing locales and incredible fantasy players.
- **NEW** Create-a-Player. Name, number, height, weight, pads, abilities – your alter ego never had it so good.
- **NEW** Updated rosters, uniforms and stadiums – including the Houston Texans.



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Xbox and PS2 screenshots shown

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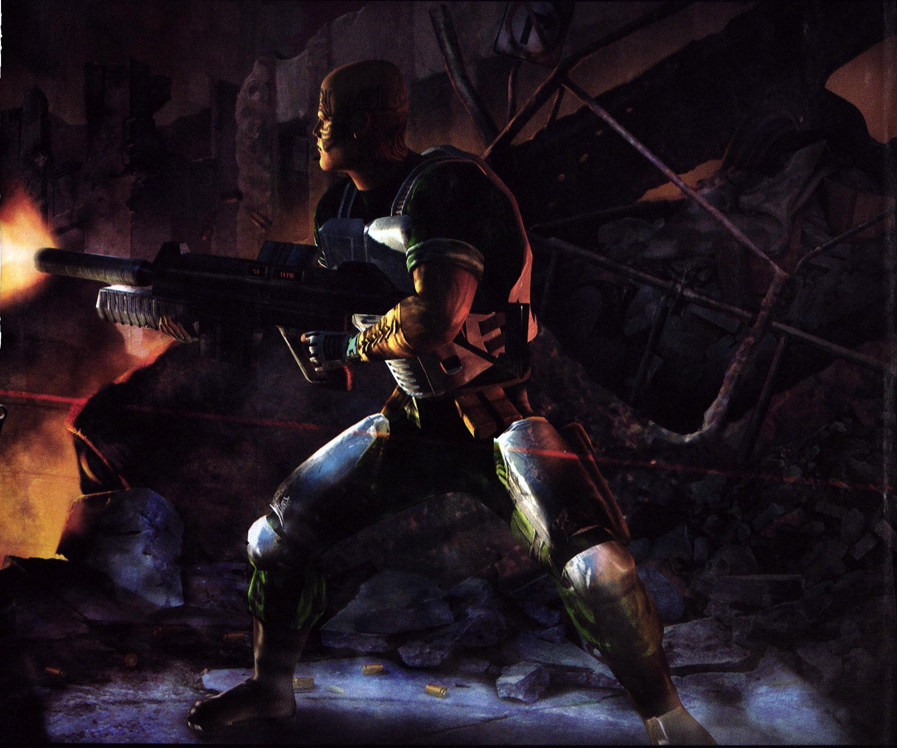
THE TERMINATOR
DAWN OF FATE



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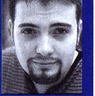
IT'S OK TO LIKE IT, EVEN THOUGH IT'S FULL OF DISNEY CHARACTERS


John Davison
Editor in Chief

No, really. It's perfectly OK to be excited about *Kingdom Hearts.* Why? Well, aside from being a perfect blend of video-game and modern pop-culture icons, it's also a damn fine action/RPG. After sifting through our inbox this month, it seems that your opinions are polarized as to how comfortable you are with Square's latest game, but please reserve your final opinion until after you see the game. This month, we bring you an extensive feature on the game, a full review, as well as a behind-the-scenes look from the Underground team on our DVD, which should whet your appetite. Consider this: When you sit down to play *Kingdom Hearts* with your partner, family or non-game-playing friends, they will *instantly* react to it. There's no arguing with the draw of the Disney cast in this game, and if nothing else, *Kingdom Hearts* could be a Trojan Horse because of its familiar characters, settings and story. More so than any other licensed property we've seen, this game manages to pull together two very different worlds and make them accessible to all. I wouldn't be surprised if it gives *GTA: Vice City* a run for its money in the sales charts this holiday season.

Speaking of Rockstar's finest...make sure you pick up next month's issue. We have exclusive access to the game so you can salivate over it before it comes out on Oct. 22.

ABOUT OUR CONTRIBUTORS

ZOE FLOWER

Zoe plays video games, makes TV shows, and has been known for her stellar renditions of "O Canada." She produces rock videos, designs Web sites, and cooks a mean apple pie. That's what she tells us, anyway. www.zoeflower.com

KRISTINA GRISH

Kristina is a New York-based writer and stylist whose work has appeared in *Vibe, Teen Vogue, Marie Claire, Outside, Teen People* and *Sports Illustrated Women.* She spent hours consulting the stars this month to devise a gaming Zodiac.

RYAN LOCKHART

Move over, Hef. As L.A.'s playboy extraordinaire, Ryan works at 7 Studios when he's not busy winning over the ladies. You might remember his pretty visage from his days at *EGM*. Or maybe he was the guy hitting on your older sister at E3.

JOHN SCALZI

Our main man, our go-to guy, our hunk of burning words, John has written for more publications than you can shake a stick at: the *San Diego Tribune, New York City Magazine,* the *Fresno Bee* and the *Chicago Sun-Times.* Visit www.scalzi.com for more.

Video Games Have Ratings, Just Like Movies

The Entertainment Software Rating Board provides information about video game content. ESRB ratings are intended as guidelines only; parents should still monitor minors' purchases.

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EARLY CHILDHOOD RATING	EVERYONE RATING	TEEN RATING	MATURE RATING	ADULTS ONLY RATING
Deemed suitable for children 3 or older. Products carrying this label have absolutely no material that would be considered inappropriate by parents.	The E replaced the previous K-A rating last year. Suitable for kids ages 6 and up, E-rated games may contain minimal violence or crude language.	Contains suggestive themes, mild or strong language and animated violence. Some parents may want to supervise children playing T-rated games.	These games contain more adult themes, such as blood and gore, stronger language and sexual themes. Deemed not suitable for those under 17.	The extreme of the ratings, suitable for adults only. Packs sexual themes and extreme violence. Console manufacturers have yet to allow an AO-rated game.

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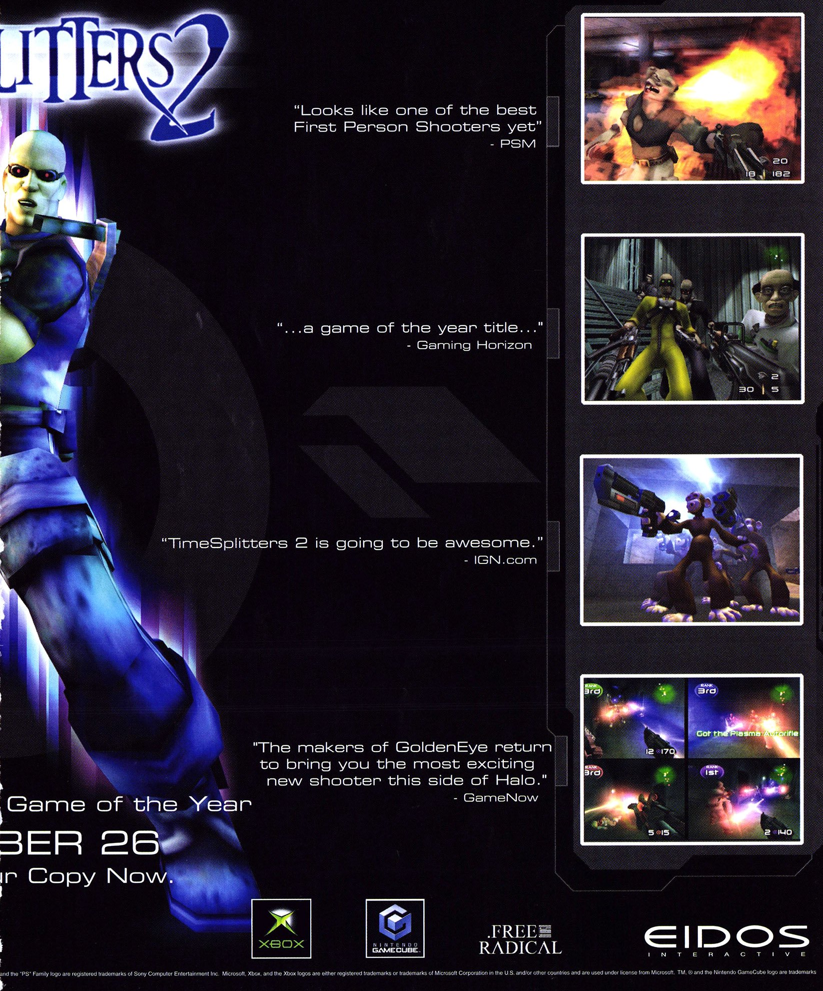
One Game Stands Above All the Rest


LITTERS 2
20
18 | 182
2
30 | 5
RANK 3rd
RANK 3rd
Got the Plasma Autorifle
12 170
RANK 3rd
RANK 1st
5 15
2 140

"Looks like one of the best First Person Shooters yet"
- PSM

"...a game of the year title..."
- Gaming Horizon

"TimeSplitters 2 is going to be awesome."
- IGN.com

"The makers of GoldenEye return to bring you the most exciting new shooter this side of Halo."
- GameNow

Game of the Year

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- Nintendo Power

"...one hell of a game"
- PSXNation

"...the best-looking first-person shooter currently in development for PS2"
- Gamespot.com

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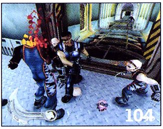

REGULAR BITS

11 DEMO DISC

Who doesn't love *giant fighting robots* (besides Gary)? Nobody, that's who! Enjoy the RAD demo.

18 INPUT

WE GOT MAIL! YAAAAAY! WE GOT MAIL, YAAAY! YAAAAAAY! Send us more at opm@ziffdavis.com.

30 SPIN

PS3, light-gun games for PSone, Tony Hawk vs. Mat Hoffman, charts, media reviews and more!

152 REPLAY

From the hot-off-the-shelf *SOCOM* to the ultra-old-school *Arc the Lad Collection*, Replay has it all.

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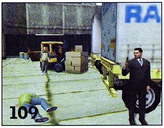
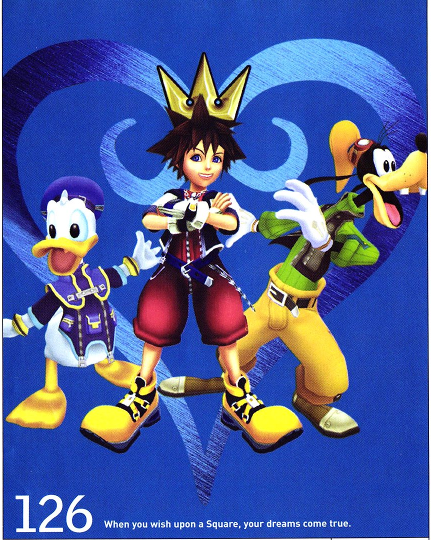
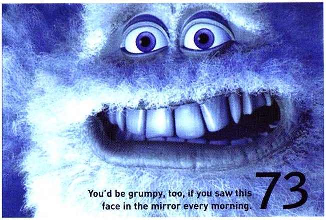
Hey baby...what's your sign? Find out some Zodiacal oddities in this month's foray into silliness.





126 When you wish upon a Square, your dreams come true.



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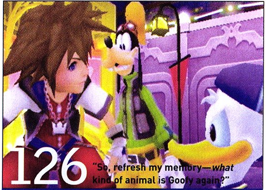

126 "So, refresh my memory—*what* kind of animal is Goofy again?"

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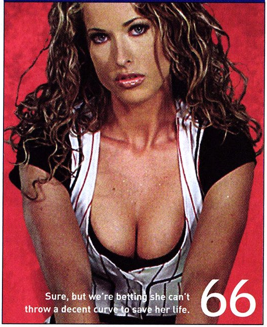

Sure, but we're betting she can't throw a decent curve to save her life. 66

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Online Competition Arena at E3
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COOL MOVES:
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RAD, MAN!

Here are some challenges for the playable demos, but don't forget to check out all the great behind-the-scenes info and other stuff.

OFFICIAL U.S. PlayStation MAGAZINE
Issue 61
SONY
NTSC U/C
SCUS 97187

RAD: ROBOT ALCHEMIC DRIVE

THE DETAILS:
This bad-ass new game from Enix is totally unique. You switch control between your chosen character and a giant fighting robot, but view the action from the character's perspective.

HAVE YOU TRIED...
...transforming into a jet? Pick the "Airborne Dominator Laguiole" robot, hold down L1 and R1 in the game, and press Up on the right analog stick. You'll go into hover mode.
...holding down Circle while controlling a human? Tap it and you'll jump, but if you hold it down, you can levitate to quite a spectacular height. Just be careful or you'll experience some nasty vertigo.

NEED FOR SPEED: HOT PURSUIT 2

THE DETAILS:
How does strapping into the cockpit of a Lamborghini Diablo sound to you? To us, it sounds like the roar of the crowd at Yankee Stadium combined with the voice of Satan himself.

HAVE YOU TRIED...
...tapping R2? It'll give you a quick, fiery glimpse of the next half-mile or so.
...tapping L2? You'll get a snazzy, *Matrix*-y rotoscope around your vehicle.
...not getting caught by the cops? It's hard—damn hard—but if you hold out long enough, they'll start bringing out the big guns: choppers (which lob bombs at you) and spike strips. Watch those sparks fly!

SUMMONER 2

THE DETAILS:
After the lackluster reviews of the original *Summoner*, this sequel makes a pretty significant departure. It's much more action-oriented and has less of a traditional fantasy setting.

HAVE YOU TRIED...
...changing into your summoned form? Once you earn the ability (maybe 10 minutes into the demo), you'll be able to hit Circle and transform into a hulking, monstrous beast. Don't worry if his hit points get low; when he "dies," you just revert back to your original svelte form.
...switching between characters? R2 does it. Give it a try to check out the other characters' moves.

THE MARK OF KRI

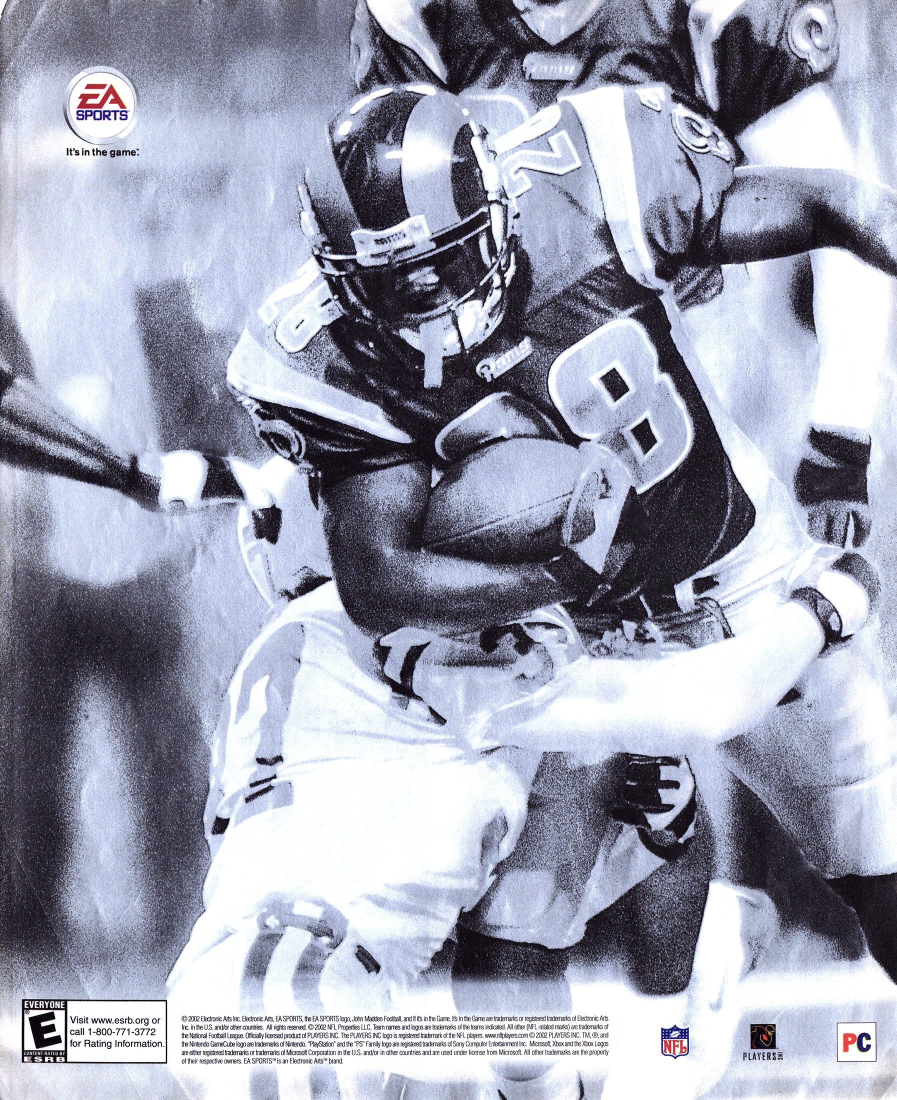
THE DETAILS:
Though this brutally violent barbarian-fantasy game suffers from a lot of serious flaws, the intriguing combat engine and gorgeous scenery make it worth a look—just be patient with the controls.

HAVE YOU TRIED...
...sending your fine feathered friend on a mission? Look at one of the spinning bird icons and hit L2. There's also one spot in the demo where you'll have to send him to flip a switch.
...pulling off combos? Once you've "focused" on an enemy, the other three available buttons become attack modifiers. Tap them in sequence after attacking your enemy for some powerful combos.

SPYRO: ENTER THE DRAGONFLY

THE DETAILS:
This pint-sized wonder makes his PS2 debut later this year, and you get to witness it in all its high-res glory. What else is different? Well...not much. But he does have three new breath attacks.

HAVE YOU TRIED...
...catching that little, glowing, flying caterpillar thing? Whoops, you almost got it. Nearly there! Keep trying! You'll get it sooner or later.
...freeing all five of the Yeti? It'll involve your flame breath, a few turrets, some death-defying running leaps and an excess of patience.
...melting snow with your fire breath? You can't.
...not dying a cheap, horrible death? Good luck.



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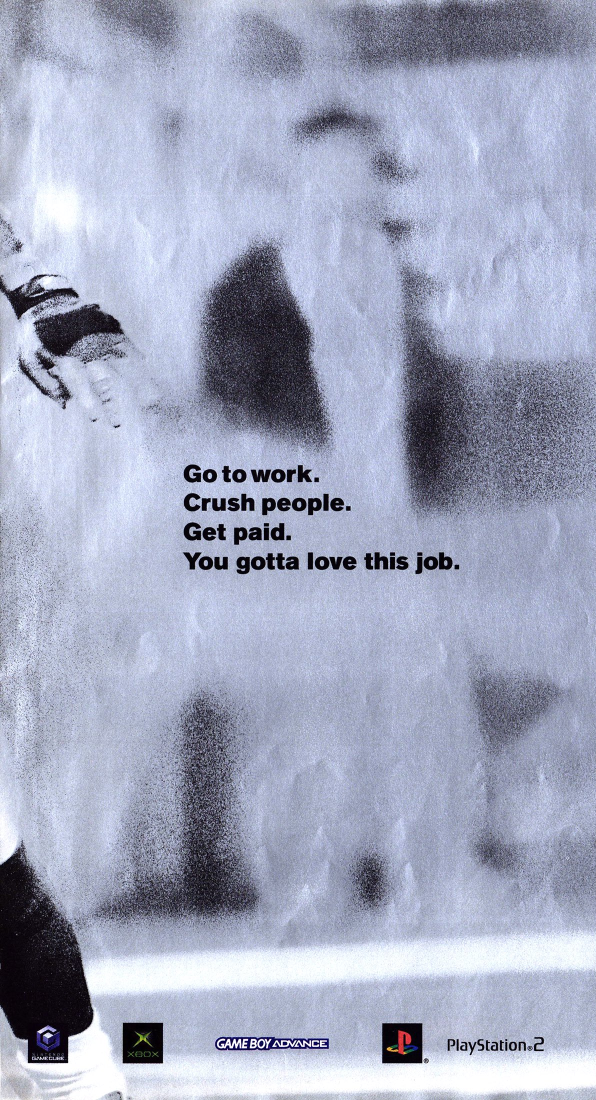

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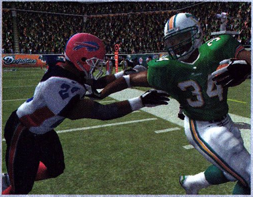
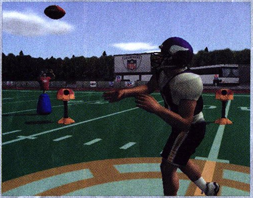
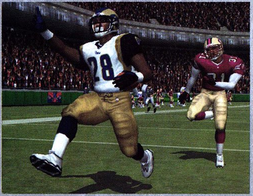


Spin. Juke. Flash 'em the five finger stop sign.



Go to training camp. Earn a six-point merit badge.



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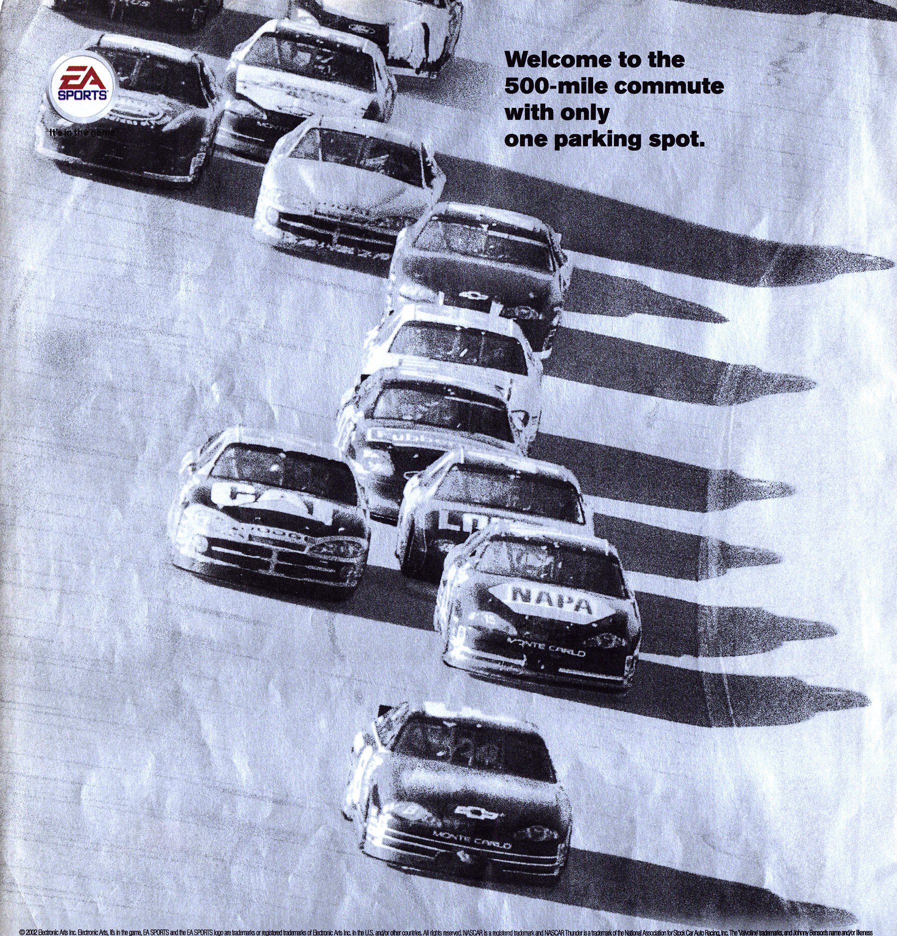

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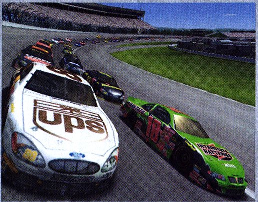

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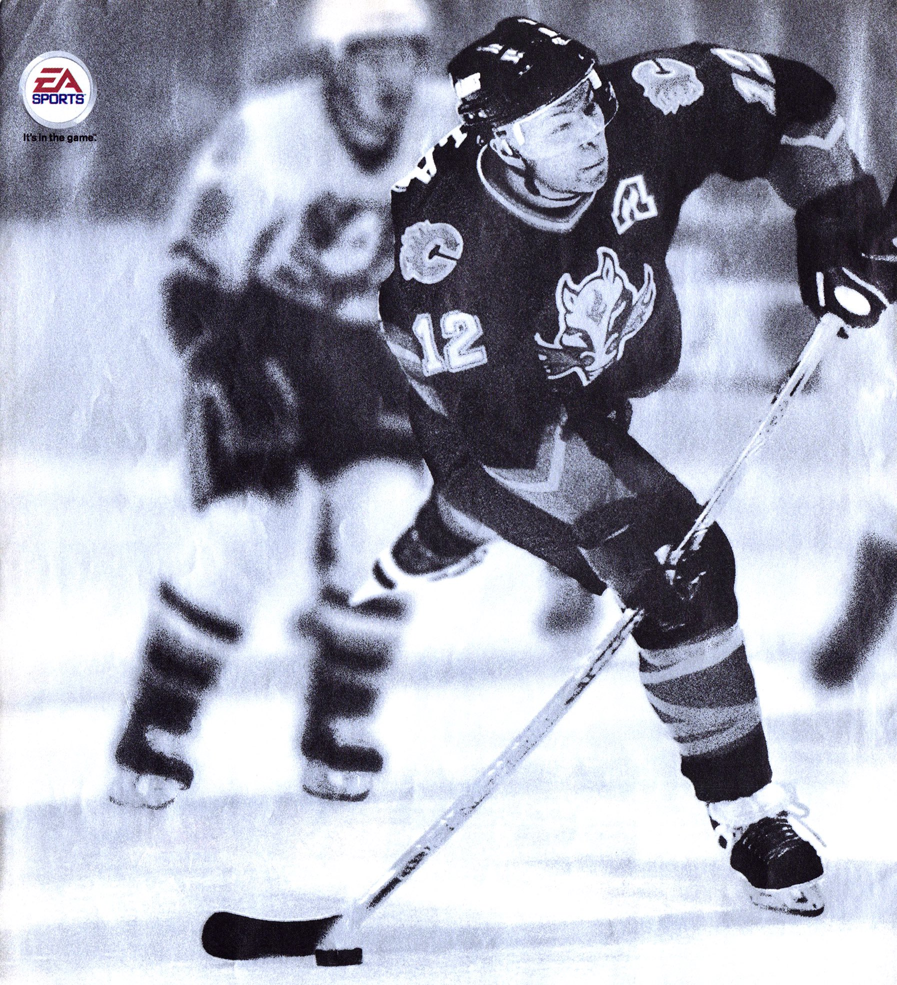

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Comic Mischief
Violence

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Letter of the Month

Think you have what it takes to write the Letter of the Month? Send us your video-game expositions and you could win a Logitech cordless controller for your PlayStation 2. Neat huh?

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Square and Disney

Of all the things that I have experienced in my short lifetime thus far, Disney movies stand alone in that they are something from my childhood that can still entertain me, now, when I am 15 years old. Not only do they entertain me, but they bring back fond memories of when I was a youngster. These days, although I can still have a good time with Disney movies, most things that interest me are more mature. Sure, I like dark and scary games like *Silent Hill*, violent games like *GTA3*, and laugh-out-loud hilarious games like *Escape from Monkey Island*, most of which would have either bored me or scarred me for life when I was young.

However, I'd have to say that the game that entertained me the most was none other than *Final Fantasy X*. I don't know whether it was the deep plotline, the wonderful characters, or the story that was romantic and sentimental but not to the point of being sappy. Whatever it was, *FFX* was the single game that will never cease to capture my imagination and enthrall my mind. Then I heard about *Kingdom Hearts*. Square and Disney take the most entertaining moments of my childhood and combine them with my greatest mature pleasure, and there you have it. I was a bit skeptical at first and still am to an extent. *Kingdom Hearts* has a lot of potential to not be a good game. But no matter what I tell myself, I just can't seem to believe that Square and Disney will create a game that is anything short of amazing.

Sam
SammyMacDaddy@aol.com

We're sure you'll find plenty more to get excited about when you read the extensive coverage on the game that we have this month. We also reviewed the game on page 140, and it fared remarkably well. You should be able to pick it up in stores any day now.

Liar, Liar, Pants On Fire

In issue 60 a guy who was reading his "aunt's" *Woman's World* said that it would take three years to beat *FFX* if you played for 30 minutes a day. I took the liberty to see if this were true and it isn't! It would only take about five months to beat *FFX* if you

I have to confess here and now: Since I first read in your magazine about Disney and Square's joint project, *Kingdom Hearts,* I was skeptical. It looked so kiddy that it wasn't worthy of Square's time. And let's face up to the music, here: Disney's steadily going down the tube.

Disney's games were once majestic and addictive (*The Lion King* for Super NES comes to mind), but now they are bland and lack the innovation they once sported. I can remember when Disney would release commendable movies that lived up to their "family" genre, and serious thought was put into quality. They are removing many of their classic rides at their hallmark amusement parks and replacing them with deplorable wannabes. To top off the list, they're abandoning their once-rigid policies against sequels and are milking the franchises for everything they've got. What little faith I still have for the corporation is reserved for its TV shows and Pixar films.

Square's starting down the dark path, too. They may have wowed me with *FFX*, but the *Final Fantasy* movie bombed, *FFXI*'s online exclusiveness is driving even the most hardcore fans away, and its exhausting release of a new *Final Fantasy* title every year parallels Disney's own pathetic annual animated films. So naturally, I was turned off by the idea of Disney and Square putting their heads together, even if Square characters do make several cameos and the angelic Christy Romano is lending her voice talent to the game.

Then I saw the game's "Behind the Scenes" feature on issue 60's demo disc. You know that tingling, euphoric feeling you get after you get past saying, "Ahhh, it's just another *Final Fantasy* game," when you finally realize the potential the new installment has? You remember how Disney had an almost magical quality to it that overwhelmed your toddler senses when you were a kid? Those two surging passions got churned into one as I watched that video, and the two mega-companies tapped into something deep and austere. Suddenly, I'm seeing the heretofore hidden promise *Kingdom Hearts* had. And now I can't help being excited about the game, despite my initial forthcoming that the game was just another cesspool in the idealist Disney mire. I anxiously await your coverage and severely dread how much I'm going to miss that extended edition of the *LOTR* DVD, since I'm going to spend my precious-earned dollars on *Kingdom Hearts* instead. Thanks for awakening my senses, *OPM.*

Bobby Phillips
kupok66@yahoo.com

As you can probably tell from the coverage this month, we're somewhat excited about *Kingdom Hearts*. Regardless of how you feel about the clash of franchises, it manages to provide an entertaining experience that should be accessible to so many people. It's hard not to see the charm.

Gamers are talking about...

OPM's monthly roundup of hot topics, gathered from the OPM message board on www.gamers.com.

• CASH OR GAMES? "Allow me to stretch the realm of reality a bit here and pose a hypothetical question," **StealthMantis** states. "First, think to yourself what you're 10 most-wanted upcoming games are. OK, let's say you were offered a choice: the 10 games that you just thought of, for free...or $500 cash (roughly the monetary equivalent of 10 new games). Now, the catch is, if you take the money, you can NEVER play ANY of the 10 games you would've chosen. So which do you take?"

"I would take the games," says **genosox,** "seeing as how if I took the $500, my wife would make me use it for bills and what not. So I wouldn't be allowed to buy games with it. If I took the games right off the bat, she would have no say in the matter." **Scorch2k** feels differently, though: "$500. With that, you could probably use it toward something worth it...like...life? Car insurance, food, rent, utilities...stuff like that."

"I was on the fence until I saw the 'catch'," **ohjtbehaaave** admits. "Considering 10 games is equal to 500 bucks, and if I take the money, I can't play the games, ya have to take the games. Now if you were more Monty Hall with your "baiting" and made the money side of it 1,000 bucks, it would give us more incentive to really struggle with the two choices. It's a no-brainer for a $500 prize; I'll take the 10 games of equal value I otherwise could never play. Plus, games like *MGS2*, *Kingdom Hearts*, *GTA3* etc., are so good, we'd probably pay more than $50 when it comes right down to it (shh, don't let any game companies hear that). So 10 games true to our hearts would have WAY more value than equal value of 500 bucks."

"The games. Definitely," **Stationary_Desk** states. "If I had the choice between a MILLION dollars and just *Kingdom Hearts*, I would pick *KH*. Maybe I should learn the value of money, though."

• HARDCORE AND HATES EVERYTHING. **StealthMantis** has been a busy poster this month and impressed everyone with his biting comments aimed at whiney "hardcore" gamers. "More so than the one-track fanboys, the far-fetched rumor spreaders, even the blatant liars ("Hey, I just flew the helicopter in *GTA3*, it was awesome!"), the one type of person I encounter in chat rooms and on message boards for whom I hold the most contempt are these people who proclaim to be wise, seasoned gamers yet proceed to talk about how much they hate everything," he spits. "These are the people who have hated every RPG since the 16-bit era (in other words, since RPGs have become most popular), insist that Dreamcast and Saturn were the two best systems of the last eight years, berate anything that involves simple, fast-paced fun and not intense thought and questions about the nature of the universe, and act unimpressed with anything aesthetic or any kind of technological advances."

NOSE BLUNTSLIDE BLABAC PHOTO

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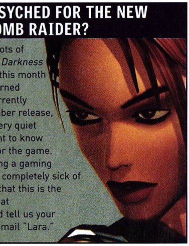

We have new screenshots of *Tomb Raider: Angel of Darkness* in our preview section this month and they look pretty darned sweet. The game is currently scheduled for a November release, but things have been very quiet from all of you. We want to know how psyched you are for the game. Does it have you popping a gaming chubby, or are you just completely sick of the whole thing, given that this is the sixth game? E-mail us at opm@ziffdavis.com and tell us your thoughts. Mark your e-mail "Lara."

only played for 30 minutes a day because it only takes between 70 and 80 hours to complete. If his theory were true, it would take well over 300 hours to beat *FFX*!

whyareyouyellingatme@yahoo.com

Yeah. Cool. Thanks.

Is Our Type Really Too Tiny? Some People Think So

We received our very first issue of the *Official U.S PlayStation Magazine* today. I wish I could tell you that I was delighted with it; the problem is that the print in the magazine is so small, anyone under 40 will be unable to read it without a magnifying glass. It is hard to believe that a company of your immense talent would print any article, let alone a whole magazine, with print the size that only a 14-year-old could see. I am writing to you because your e-mail address is the only one I could find; I even tried all the Web site information, but there is nowhere on the site to write to the editor. This is probably because most people under 14 don't bother to write letters to the editor... except when they want information about how to beat a game.

If you have some kind of suggestion box somewhere, please put my letter in it. There are a lot of "older" Americans who would love to read your magazine, if only they could actually read all of the tiny print.

I bought the PlayStation 2 for my husband's 50th birthday. We play *Gran Turismo* on our Sony "big screen" 61-inch TV and love it. I was so looking forward to reading your magazine...too bad I can't load the magazine onto the TV, just to read the articles!

Susan J. Cobb
rpsklein@sover.net

JOHN LEAR'S MOST WANTED

1. *SOCOM U.S. Navy SEALs* to be rated T
2. To get to kick ass with Jango Fett in *Bounty Hunter*
3. To write the Letter of the Month
4. My parents to let me get *GTA4*
5. A job at *OPM*
6. A second *Jak and Daxter*
7. Broadband
8. *Frequency 2*
9. *Halo* on PS2
10. More time to play games

E-mail your most wanted list to **OPM@ziffdavis.com** Mark the subject MOST WANTED.

QUICK HITS

TWO-PERSON SINGLE-PLAYER GAME?

On the single-player game [of *SOCOM*], can two people play?

southprk666[FFX]
from the OPM chat room

Um...well. What do you think?

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sexxxmail@list.emailbucks.com

Thank you so much to the person who has signed us up for lots of this kind of stuff.

YA THINK?

Hey, did y'all know that at kentpaul.com there's a picture of a guy in a golf cart? There might be golf carts in *GTA: Vice City*!!! That would be sweet!

lawngnomeguru@houston.rr.com

Ya think? Could be. You'll have to pick up next month's issue and check.

ASK US ANYTHING AND WE'LL DO OUR BEST TO ANSWER

If you've got questions, we've got answers. See something in a game and are curious about it? Send us an e-mail and ask whatever you like. Send your questions to opm@ziffdavis.com and use the subject line ASK US ANYTHING.

CAN I PLAY IN A COLLEGE DORM?

Q: With the college quarter rapidly approaching, there's nothing more stressing than....OK, well, it's not school, but it's about the network adapter. I know the PS2 network adapter works with Ethernet, and I read all the stuff about DSL and cable. The question I am getting at is...the network adapter is compatible with the T1 and T3 Ethernet setups of college-dorm campuses, right? Oh, and if you could answer this question before the adapter is released, that'd be freaking sweet. I don't want to wait until next month when I'm off to school, and either a) without an adapter, or b) with an adapter I can't use.

Luan Nguyen
chainlink13@yahoo.com

A: It should work with pretty much any connection as long as there aren't any crazy firewall issues. We connect to our office network, but we have to get our IT guys to assign the ports we use to connect with "outside" the firewall so data can easily pass back and forth. Depending on how secure your dorm connection is, chances are you shouldn't have too many problems.

WIRELESS NETWORKING

Q: I was writing in response to the section in Issue 59 about being able to get your PS2 online with a wireless router. I have a wireless router for the multiple PCs in my house, but there's one problem: In order to use the wireless receivers, you have to install software. I'm assuming that this isn't going to be possible with the PlayStation (at least not without a hard disk). Now, for the Mac in the house, we installed an Airport card instead of using the receiver. Is the network adapter going to have one of these? Or am I out of luck? Please tell me there is a way. I must play *SOCOM* when the time comes.

Jon Lampe
jrobertson@tycom.net

A: Check out our quick and easy guide to connecting your PS2 on page 50. Hopefully it will help you out.

> **"Check out our quick and easy guide to connecting your PS2 on page 50."**

THREE QUICKIES?

Q: Hey guys, I had a real quick three questions to ask:

1. Do you guys think it's possible for those who use the PS2 Linux kit to create viruses for the PS2? Think about it: They can probably make it delete stuff on the memory card! Although your PS2 won't run it without the Linux Kit, so some people would be OK, right?
2. What is the connection type of the headset for *SOCOM*? If it is USB, will it work on the computer?
3. Are the names you listed in the September issue all of you guys' names for *SOCOM*? I want to make sure I fight all you guys! Also, does Zoe have a name I can search for?

the_x-ecutioner@juno.com

A: Here are your answers.

1) Technically yes, realistically no.
2) Yes and yes.
3) Sometimes and yes.

WHICH STORES?

Q: Do you know which stores sell your magazines?

BWISC4@aol.com

A: Yes.

JIN'S TATTOOS

Q: First off, I'd like to tell you how I love your magazine and I think you guys are the best out there. OK, my question is: Do you know the tattoo on Jin's arm on the opening trailer of *Tekken 3*? Well, where is that tattoo from—is it from the Devil or is it from Ogre? I've been asking all of my friends and even read the page-long biography on Prima's *Official Strategy Guide*, but I could never get a clear answer.

Dino Cazeau
dinorc@hotmail.com

A: We hunted around for info, but we couldn't find a definitive answer. What we can tell you from our experiences with *Tekken 4*, though, is that when the Devil Gene is active in both Jin and Kazuya, it has a visible effect on their tattoos.

SOCOM QUESTIONS

Q: 1) Can I use AOL to play *SOCOM* online? 2) Do I have to pay to play online?

malecman89@aol.com

A: 1) *SOCOM* is broadband-only, but you can use AOL as the ISP to connect to the game. 2) No, you just need the game, a connection and the headset.

Official Contest and Sweepstakes Rules

OPM LETTER OF THE MONTH Official Contest Rules: 1. No Purchase Necessary: To enter, send a letter or standard-size postcard containing your name, address, and phone number together with your comments to "OPM Letter of the Month", PO Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by the 10th day of the month for the next available issue of OPM. All entries become exclusive property of Ziff Davis Media Inc. and will not be acknowledged or returned. Ziff Davis Media Inc. assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. 2. Prizes: One Grand Prize winner will receive a Logitech cordless controller. Grand Prize has an approximate retail value of at least $40. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. All entries will be judged on the following criteria by OPM editors, whose decisions are final: (50%) originality and (50%) creativity. Entries containing obscene language will be disqualified. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff Davis Media Inc. should the featured prizes become unavailable. 3. Odds of Winning: The odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Neither Ziff Davis Media Inc., nor its affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "OPM Letter of the Month Winners List" at the address listed above. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

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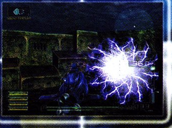

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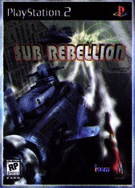

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We're being a bit facetious here, we know. But we couldn't resist. Hope you can read this!

Yeah. Shame huh? We dropped this off in the suggestion box, Susan. Thanks.

Yu-Gi-Ohmygod!

You want to know why *Yu-Gi-Oh* is selling so well? I'll tell you why. It's because it's a cartoon that comes on right after kids get home from school. Kids watch it and are mesmerized. As soon as the cartoon is over, the kids' parents arrive and they beg the crap out of them for the stupid game. That's why *Teenage Mutant Ninja Turtles* on the NES sold well when I was a kid. Heck, if they had a *Darkwing Duck* or *Muppet Babies* game back in the day, I bet I would have bugged my folks about purchasing that piece of junk too. OK, maybe not the Muppet Babies.

imaphatpimp@hotmail.com

There's no accounting for taste, huh? Awesome e-mail address, by the way.

A Skipped Generation?

I have been privileged to witness the evolution of video games over the last 12 years that I have been a gamer. My first system being an NES, I moved through the generations of games up to the present, with my PS2. Over this time, I have played through hundreds of games, both good and bad. I am saddened to see that the newer games have totally lost that special something that makes you want to play a game. I can remember sitting for hours playing games like *DuckHunt* and *Zelda: A Link to the Past*. These games and others from their time had some kind of draw to them, as did *Pong* and *Pac-Man* before them. But when we get to games like *Metal Gear Solid 2* and *Stuntman*, while still good games, they seem to have begun losing that special something that kept us coming back.

Upon completing some of today's games, I feel kind of cheated. It seems like a waste of $50 or $60 to buy a game and find that in the end, it wasn't worth it. Don't get me wrong, there are still some decent games out there, but there are far too few to make many gamers happy.

Have developers sacrificed the soul of the game just so that they could give it a flashy new look? Sure, we all like to see games that have amazing graphics, but if that's all they have, then it isn't really worth buying if you'll only play it once. *Final Fantasy X* had great potential to be one of the greatest games ever made, but instead of focusing on the elements that make a game fun, they bogged you down in excessive cinematics and cut the game seemingly short. It had the look, the story and the potential, but it was shamed by its lack of replay value and poor enjoyability.

When you see the ending credits roll by on a game like this, you feel more relieved that the damn thing is over and done with rather than a sense of fulfillment and accomplishment. I feel somewhat saddened when I see the younger generations growing up with games that are hollow and cheap rip-offs or clones of each other and of the great classics from years past. In trying to visually impress us, game developers have begun to sacrifice "the game" and the generations of kids that will grow up never knowing what it's like to experience a true classic.

Ray Hartmann
Guilford, CT

You make a lot of valid points here, Ray. We have to take you to task on one comment, though. "[*Final Fantasy X*] instead of focusing on the elements that make a game fun, they bogged you down in excessive cinematics and cut the game seemingly short." You thought it was cut short? Did you just not bother to enjoy the story?

> **"Instead of focusing on the elements that make a game fun, they bogged you down in excessive cinematics and cut the game seemingly short."**

WIN THE CONSOLE OF YOUR CHOICE! (WORTH $200)

We (meaning the staff of *Official U.S. PlayStation Magazine* and our friend Ling Xiaoyu here) want your opinions on the magazine you're holding in your hands. How can you help us? Log on to www.surveymonkey.com/opmedit and type in the password: OPM1002 to complete a reader survey by Oct. 31, 2002.

Only one entry per household please. Duplicates will be deleted.

MGS2 Fan Speaks Out

It seems like just about everything I hear about *MGS2* is people crying about Raiden or how it sucked because you only play Snake in part of the game. I love the whole thing, and I think it is great to see another side of Snake as a "legend," the way Raiden saw him. I would like to know if I'm the only one who thinks so.

Shadow6973670356@aol.com

We liked it. Does that count? After all, stuff just has to be fun.

QUICK HITS

FFXII ALREADY?
I just want to know when Square is going to release some screenshots of *Final Fantasy XII*. I don't care much for the *FFXI* because I don't plan on going online anytime soon, but I need *Final Fantasy XII* NOW! So if you know anything, please tell me when you get some screenshots of the next masterpiece 'cause I need those pictures NOW!
virgilp@surfsouth.com

Dude, we don't have anything NOW. But as soon as we do, we'll give 'em to you THEN. OK?

OCT. 22
What is the exact date that *Grand Theft Auto* is coming out?
uamom52@rochester.rr.com

GONE
I was wondering if there has been any talk about making a game like *Gone In 60 Seconds*, where you have to boost cars, trucks, boats, etc. If not, I think somebody should consider it because it would make a great game.
Cody Fletcher
basketball_guy_cody21@hotmail.com

You could always try a little game called *Grand Theft Auto 3*. That's close.

QUESTION OF THE MOMENT

Last month, we asked you to express yourself about our cover star, *Kingdom Hearts*.
Next month, to accompany our *Grand Theft Auto: Vice City* feature, we want to know if you think the whole '80s thing is a good idea or not, and why you feel that way. E-mail us at OPM@ziffdavis.com. Mark your notes VICE.

I believe that the people at Square and Disney are geniuses. Man, think of how it's gonna be at Disney World! I'll be able to buy an inflatable model of Sora's key or Tidus's Brotherhood. And you know how they have those animals walking around, like Donald Duck or Goofy or Mickey? You know how you can walk right up to them and give them hugs? This time, it will be the very large walking Rikku that will get all the hugs.

BlackDrake7@aol.com

When I think of Square, I think of hard-core action games. When I think of Disney, I think of sissy child games. I stopped watching cartoons years ago, and I don't remember Donald Duck running around killing bosses. Bottom line is, I don't think it will work out.

Sluger1588@aol.com

I think it is the best crossover idea yet. The idea is so unique that it's totally cool. What will they possibly think of next? Only time and the amount of cash in my wallet will tell.

PS2mark1189@aol.com

I couldn't care less about the Square/Disney crossover; I'm never buying *Kingdom Hearts*. It just looks lame. I hated *FFX*—it was boring. For all I care, Square can go team up with Coca-Cola, and Disney can go team up with good ol' Hugh Hefner and *Playboy*.

Rconn14@aol.com

At first, I was really skeptical when I found out about *Kingdom Hearts*. Then I saw the huge listing of Disney characters and I knew they were serious. When I finally saw the game in action (on G4 and your demo disc), I was very impressed. I also like the fact that the game has "real-time fighting." If they can pull off a great story, this has the potential to be one of the best games of the year.

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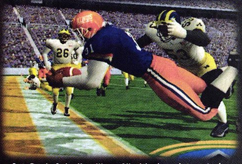

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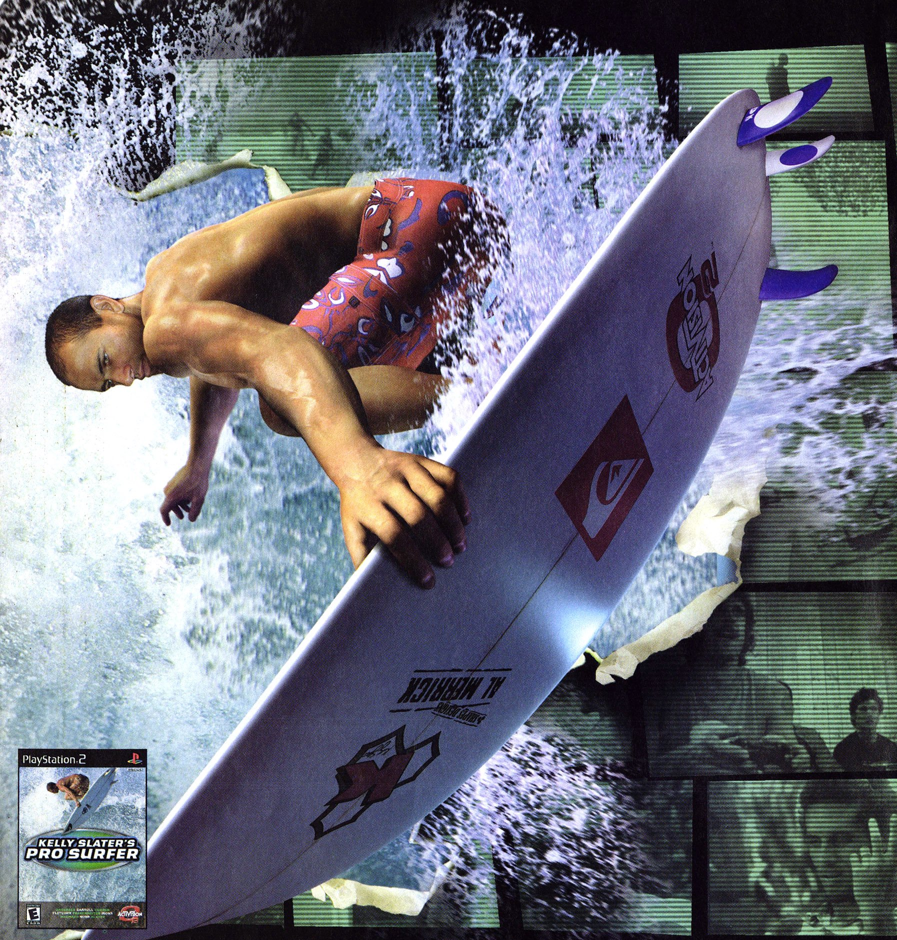

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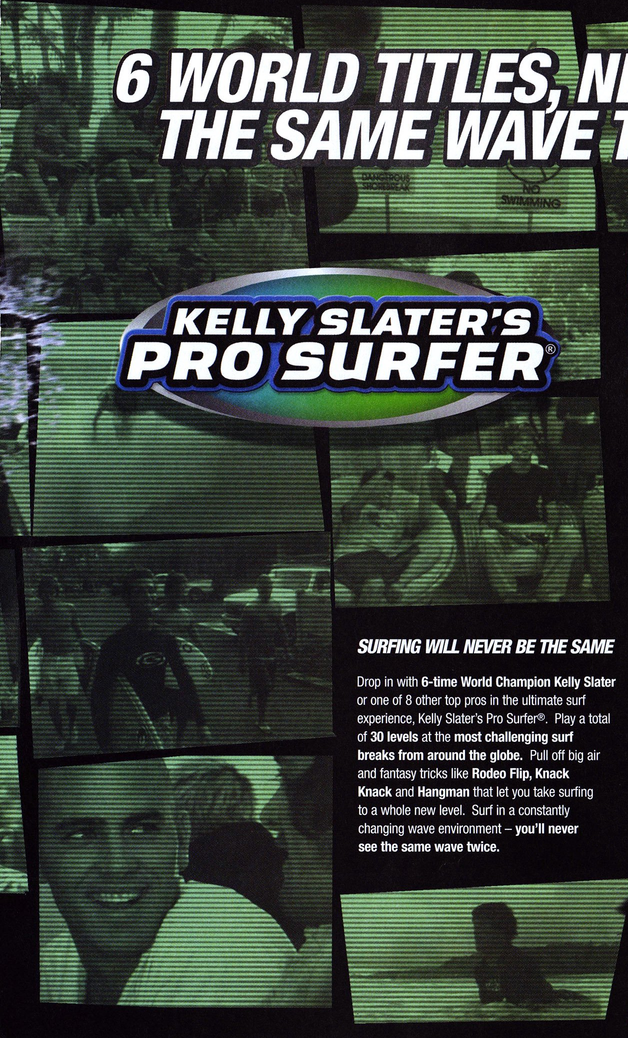

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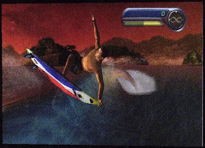

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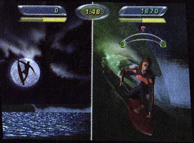

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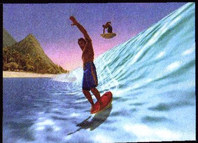

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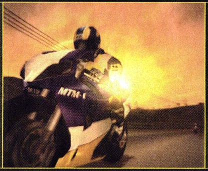

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Four pages of media fun!

PS!!!

IBM, Toshiba and Sony partner to produce the power behind the PS3

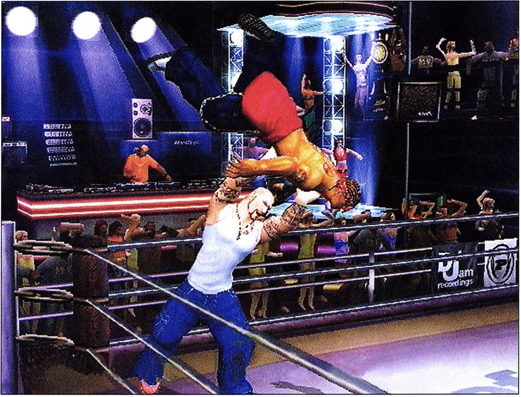
By now, you've most likely heard of "Cell," the mysterious new multimedia processor being jointly constructed by Sony Computer Entertainment, IBM and Toshiba. You're also no doubt aware that Cell technology will be at the heart of Sony's next PlayStation console. And it was recently announced that design for the inner workings of Cell is all but wrapped up, meaning that Cell is on schedule to go into commercial production by the end of 2004. So what's that mean to you and me? Well, that the PS3 is completely on target to release in the year 2005. And that it's going to be a console which absolutely breaks all the conventional rules for processor power—it's going to be a monster.

Why? Well, here's a little idea of how the technology works: Cell is different from standard microprocessors in that it will essentially have multiple personalities. Inside a given chip, there will be multiple "cells," all capable of processing data on their own. What this basically means is that some of these "cells," or processor cores, could be dedicated for heavy computational tasks, while others could focus on graphics or sound for games. According to a recent *CNET* article, Cell will be able to deliver 1 trillion calculations per second (teraflop) or more of floating-point calculations. Which, when you do the math, means that if it can do more than 1 teraflop, it sets the chip at roughly 100 times more powerful than a single Pentium 4 chip running at 2.5GHz.

It sets the chip at roughly 100 times more powerful than a single Pentium 4 chip

But where things start to get really interesting is how these Cell microprocessors—which will be used in everything from PS3s to other household appliances such as TV sets—can communicate with each other, effectively joining together to pool their processing power. A TV and a video-recording device could, for example, couple their power to render the graphics of an animated movie on the fly. "It's like a beehive—Cell components can also be ganged together," Richard Doherty, an analyst with Envisioneering Group, told *CNET*. Since Sony plans on having PS3s linked up over a broadband network to spread the computational tasks, this can have a huge effect on the console. According to Sony, this will allow for a potential thousandfold increase in power over the PS2, a feat that traditional hardware advancements would take decades to achieve. Every time you turn on your PS3, you'll be adding to the "collective" power of the system. "We are working for the third-generation [PlayStation] with this very aggressive and crazy goal," Shin'ichi Okamoto, chief technical officer for Sony Computer Entertainment, said earlier this year. "Moore's Law is too slow for us."

While it sounds like there's still lots of testing to be done on the Cell technology, not to mention the massive undertaking to make this sort of broadband computation happen, Sony president Ken Kutaragi firmly believes his company will be able to pull it off. "When the processor is ready around 2005, the installation will begin, and I hope that 100 million to 200 million processors will form what we can really call a broadband network by 2010."



DEF SLAM

EA Big and Def Jam announce a slammin' alliance

Let the Ruff Ryders roll, let 'em roll out, let 'em live it up, let 'em wrestle! Wait, *huh*? If you're a hip-hop fan, deciphering our forced clues is preparation for a wrestling video game for the rest of us. EA Big has inked a deal with Def Jam Recordings to create the most star-studded video game to date. Instead of just voices, hip-hop's biggest and brightest will lend their likenesses, their chart-topping hits, and even suggestions on the game's look and feel.

We're talking Ludacris, DMX, Method Man and Foxy Brown. Those artists are confirmed, but Def Jam has 24 stars in their stable. We're hoping to rumble with Ja Rule, Ashanti and film and rap star L.L. Cool J before the final game ships early next year.

This game sounds gimmicky, it sounds like a marketer's dream, it sounds like they'll push star-power over quality. At least that's what we said when we heard about it. Then we bit our tongues. After having a chance to throw down with the local Def Jam toughs, we know this is going to surprise you the way it surprised us.

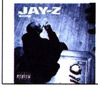
First off, this isn't some fraudulent WWE soap-opera clone. When you think *Def Jam Wrestling*, think *Fight Club* with a dash of *Bloodsport*, supplemented by *Exit Wounds* (that crappy DMX/Seagal flick *no one* should have seen).

Second, *Def Jam Wrestling* is being developed by Aki Corp., the makers of two Nintendo 64 rasslin' classics—*WWF Wrestlemania 2000* and *WWF No Mercy*. The meat of their prior games lives on—pummel your opponent with a spread of moves until you work your special meter into a raw frenzy. Then, flip the right analog stick, and you'll have around 25 seconds to get ahold of your opponent so you can initiate a devastating signature move (apparently, the moves for the Def Jam artists are going to be hot!). Basically, the controls are kept simple, which makes it perfectly accessible for anyone new to the genre.

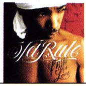
The only thing we don't like about this game? It's so early that we don't have all of the details. But when you put together the world's No. 1 games publisher, the planet's No. 1 music label and Earth's No. 1 console, it's a good bet that everything will come up aces.

TOP 5
DEF JAM ALBUMS YOU'LL FIND IN *OPM*'S COLLECTION

1 **The Blueprint (2001) by Jay-Z**
Jay-Z's "Girls, Girls, Girls" will have you humming well after the beat is over.

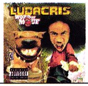


2 **Pain Is Love (2001) by Ja Rule**
Rhymes like "Never Again" show this is deeper than just "Livin' It Up."

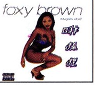


3 **And Then There Was X (1999) by DMX**
"Party Up" is the only must-have DMX song up-in-here, up-in-here.

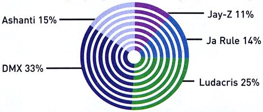
4 **Word of Mouf (2001) by Ludacris**
From "Roll Out" to "Area Codes," this is more funked-up than Ludacris' fro.



5 **Chyna Doll (1998) by Foxy Brown**
This fox went from Calvin Klein model to rap goddess; this album is why.

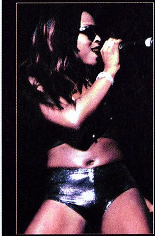


Which of these Def Jam artists are you most interested in playing with in *Def Jam Wrestling*?



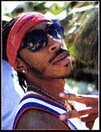
THE DEF JAM POSSE

There are currently 24 artists in the Def Jam stable, but only six are confirmed thus far (apparently there will be 12 in all). We list the six we know, five we think will be in the game, and the rest of the stars, so you can root for who the last one will be. We're secretly rooting for Ja Rule.



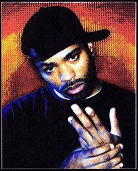
DEFINITELY IN THE RING

- DMX
- ◀ Foxy Brown
- Keith Murray
- Christina Milian
- WC
- ▼ Ludacris



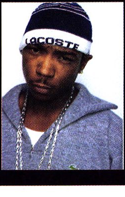
ON THE SIDELINES FOR NOW

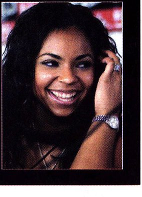
- N.O.R.E.
- Method Man ▶
- Scarface
- Capone
- Redman ▼



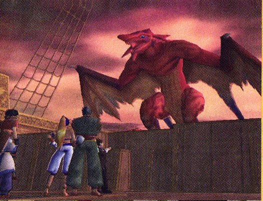
NOT YET IN THE FOLD

- Jay-Z
- L.L. Cool J
- Funk Master Flex
- Beanie Sigel
- Cadillac Tah
- ▼ Ja Rule
- Cam'ron
- Charlie "Chuck" Baltimore
- CNN
- DJ Clue
- DTP
- Face
- Freeway
- Keith Murray
- Memphis Bleek
- ▼ Ashanti





Foxy Brown, Redman, Ludacris and Ashanti /wireimage.com; Method Man and JaRule/Corbis Outline



98
107
Rauss

MYSTIC ARTS

325
Fists of Rage
Baki Master

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INTERACTIVE

TEEN
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CONTENT RATED BY
ESRB
mild violence

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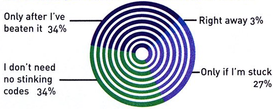
IN STORES
OCTOBER
2002
Legaia 2™
Duel Saga
レガイア デュエルサーガ

How long after you've bought a new game do you wait before you resort to using cheats or codes?



ZOE'S WORLD

JUST A GIRL?

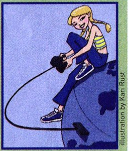


Illustration by Kari Rust

So lately I've been struggling with my gender. No, I'm not interested in shooting testosterone into my veins or looking into surgery of any sort; I'm talking more about a struggle with the femininity issue that I'm continually forced up against when it comes to games. I've always said I'm a gamer, never a *girl* gamer. I don't believe in the "think pink" concepts for girl games, and I definitely take offense to those who offer generalizations as to what girls like to play.

I get tired of being asked why more girls don't play games. I get tired of being hit on because I've finished *Metal Gear Solid 2*. And I get tired of being told that girls hate gore and only play puzzle games. I get tired of having to prove myself to the opposite sex, and I get tired of acting as the ambassador of my gender to the entire games industry!

I think I've felt ungrateful that I can't be one of millions of men who play games and don't ever get questioned or propositioned or inundated with skill-testing questions to prove their knowledge of obscure Japanese *otaku* trivia. I'm torn between the desire to blend smoothly into the gaming culture or to stand my boldly stilettoed ground as a female who plays games and doesn't fit neatly into a stereotyped category.

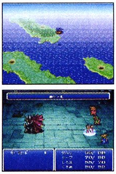
So lately I've been feeling a little unappreciative. But today I received an e-mail that made me realize something very important. A big part of the reason I'm even given the chance to vent my opinions to the gaming world, and even to write this column (besides my wit with words and undeniable charm), is strictly *because* I'm a girl. I felt a little upset about this at first. It seems unfair that I have a door opened to me only because I have breasts, hips and two full seasons of *Sex and The City* on DVD. Is my femininity being taken advantage of? Or am I wielding my girlishness to take advantage of an opportunity?

I'm not so sure I've come to my own conclusions just yet. The e-mail I received made me realize that other women read this column and relate to what I say (most of the time!) and thousands of male readers are equally supportive, so that's given me a kick in my tired, whining, ungrateful (yet feminine) ass. If just one thing I say gets another girl to hang on to her controller for a little bit longer, or makes a man think twice before assuming that girls don't play games, then the struggle seems worthwhile.

Zoe Flower is a multimedia superstar. She writes, she makes Web sites, she illustrates, she does funky things in front of a TV camera, including surfing, snowboarding and lots of other crazy stuff. Check out her personal site, www.zoeflower.com, or check out the site for her new TV show, www.hardcorecandy.tv.

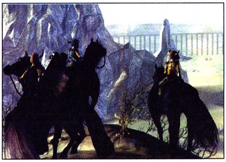
BACK TO SQUARE ONE

As we reported last month, Square is currently working on remakes of *Final Fantasy I* and *FFII* for the PSone in Japan, and now we've been given a first look at the games in action. Both titles sport enhanced graphics (not exactly enhanced to full PSone standards) and feature brand-new CG beginning and ending cinemas (similar to the previous PSone *Final Fantasy* remakes). Each will also have special art and monster galleries and a few slightly changed events. Japan gets the games on Oct. 31, where they'll retail for about $30 each. A special Premium Pack will also be available for about $70; it will include both games along with some nifty extras such as an art book and some action figures.



As for a U.S. release for these two, don't hold your breath waiting. Square has told us the games aren't currently being planned for a release here, and we highly doubt that any amount of begging and pleading will change their mind. But it's not as if we won't try! If you'd like to help us urge Square to release these remakes in the States, shoot an e-mail over to support@squaresoft.com and politely ask them to bring the games here, dammit!

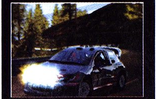
ICO 2 REVEALED?



Although previous rumor had it that the *Ico* team was working on a completely new game, various reports from Japan now state that they're in fact working on *Ico 2*. What makes things even more interesting is a job-recruitment ad that the Sony development team recently ran in Japanese magazines, with an apparent first shot of the game!

DATA STREAM

WRC Gets Sequel



A follow-up to *World Rally Championship* is already in the works at Sony Europe. It'll hit the U.K. later this year and hopefully the U.S. soon after. Above is a first screen.

Queuing Dork

QUEUEING FOR TUROK

In an attempt to set a world record for the longest time ever queued for a video game, Jason Read set up camp outside of a U.K. EB for 50 days in order to be first in line for *Turok: Evolution*. He also set the record for biggest dork.

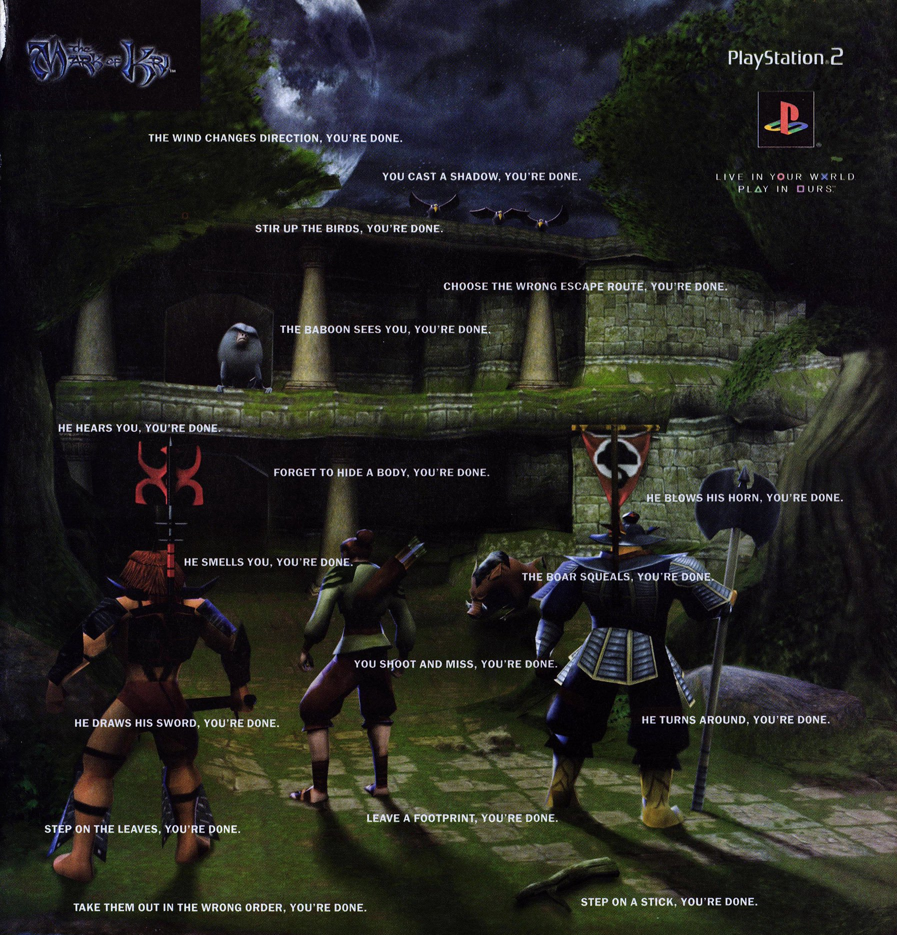
More EverQuest

In addition to *EverQuest Online Adventures*, Sony Online has another *EverQuest* in the works for PS2. What's interesting is that this one is being developed by Snowblind Studios, makers of last year's *Baldur's Gate: Dark Alliance*.

OCTOBER CALENDAR

1 TUESDAY • The Rock says you'll buy these DVDs today: **The Scorpion King, Brotherhood of the Wolf** and **The Man Who Wasn't There**.	**3** THURSDAY • No Doubt's **Gwen Stefani** adjusts to being "just a girl" who's also a 33-year-old woman. 	**4** FRIDAY • Send **Rachael Leigh Cook** of *Josie and the Pussycats* a birthday card. She's 23.	**8** TUESDAY • Funk it up during the day with the new **Saturday Night Fever** DVD, followed by an evening session of **Ty: The Tasmanian Tiger**.	**11** FRIDAY • **The Rules of Attraction**, based on a Bret Easton Ellis novel, opens in theaters. 	**15** TUESDAY • Too many games! **Midnight Club 2, Black & Bruised, Silent Scope 3, Defender** and **Tribes Aerial Assault** all vie for your cash.
18 FRIDAY • Buried for years, **Knockaround Guys** finally hits the silver screen, starring **Vin Diesel, John Malkovich, Seth Green** and **Dennis Hopper**.	**20** SUNDAY • **Snoop Dogg** (30) and **Tom Petty** (49) share a bottle of Cristal to celebrate their birthdays.	**22** TUESDAY • Calling all small-time crooks! The wait for **Grand Theft Auto: Vice City** is over. Which means **NBA 2K3** and **About a Boy** get shunned.	**25** FRIDAY • Crappy flicks like **The Truth About Charlie** and **Formula 51** muddy up the cinema.	**29** TUESDAY • You want games? How about **WWE Shut Your Mouth, NHL 2K3, NBA Live 2003, Evil Twin, Red Faction 2** and **Jet X20**!	**31** THURSDAY • Trick or treat? Which will you get when you ask your girlfriend to dress up as Lara for Halloween?

Pour a 40-ounce on the sidewalk for Jim and Donna. We're going to miss them.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PLAY IN OURS.™
THE WIND CHANGES DIRECTION, YOU'RE DONE.
YOU CAST A SHADOW, YOU'RE DONE.
STIR UP THE BIRDS, YOU'RE DONE.
CHOOSE THE WRONG ESCAPE ROUTE, YOU'RE DONE.
THE BABOON SEES YOU, YOU'RE DONE.
HE HEARS YOU, YOU'RE DONE.
FORGET TO HIDE A BODY, YOU'RE DONE.
HE BLOWS HIS HORN, YOU'RE DONE.
HE SMELLS YOU, YOU'RE DONE.
THE BOAR SQUEALS, YOU'RE DONE.
YOU SHOOT AND MISS, YOU'RE DONE.
HE DRAWS HIS SWORD, YOU'RE DONE.
HE TURNS AROUND, YOU'RE DONE.
LEAVE A FOOTPRINT, YOU'RE DONE.
STEP ON THE LEAVES, YOU'RE DONE.
STEP ON A STICK, YOU'RE DONE.
TAKE THEM OUT IN THE WRONG ORDER, YOU'RE DONE.

GOOD LUCK. In combat, your first mistake is your last. A one-of-a-kind fighting system allows you to take on multiple enemies. By marking selected opponents, you select which enemies to battle, when to engage them and which weapon to use to reduce them to dust. In other words, use your brain or your body pays the price.

MATURE
M
CONTENT RATED BY ESRB

Violence, Blood and Gore

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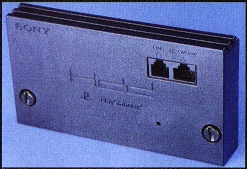
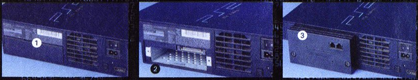
GET CONNECTED

Plug in (plus a few other steps) and play online

By the time you read this, the PS2 Network Adapter will be available in stores. For many of you, tearing open the box and plugging everything in will be enough to get you rolling. But what about those more advanced broadband setups? Yes, they will require a few more steps—and *please* read the friendly manual—but we found even the most complex networking options to be simpler than we thought. Don't believe us? Check out these easy diagrams.

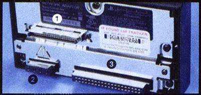


STRAP IT ON



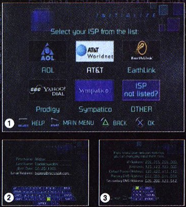
① Unplug your PS2 and turn it around. See that wide door in the back marked "Expansion Bay"? ② Pry it off (gently!) with a flat-head screwdriver. ③ Grab your Network Adapter and line it up with the slot in the upper right, press firmly, and tighten down the screws.

ALL THE DELICATE BITS



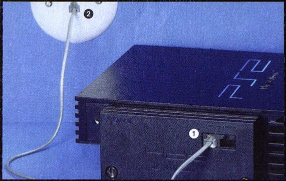
① The only piece that's important to our current purposes is the bit that connects to the PS2 itself, funnelling power and data into and out of the Network Adapter. But for future reference, ② and ③ are, respectively, the power supply and data transfer port which will attach to the forthcoming hard-drive add-on.

SET IT UP

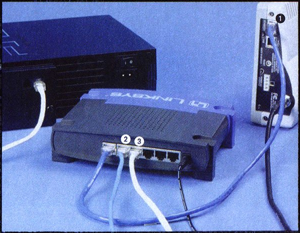


The software setup for the Network Adapter makes things easy by including presets ① for the most prominent dial-up Internet Service Providers. Pick your ISP, enter your registration info, ② and you're good to go. If your ISP isn't included, you'll just need to manually input your access number and login info. Most broadband users will find things similarly simple: Just pick "auto-detect" and get rolling. Some of you, however, may need to get some crucial numbers ③ from your ISPs.

THE DIAL-UP



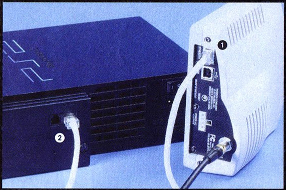
Once the Network Adapter is connected, it's time to get the information flowin'. Dial-up users: Grab a phone cord. Connect one end ① to the PS2 and the other ② to a convenient phone jack. Run the setup utility and you're good to go.



A WIDENING WEB

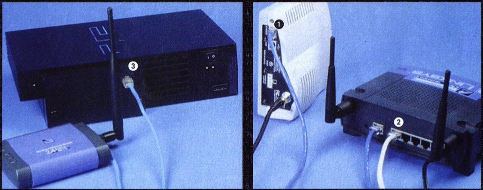
If you want to have your PS2 and PC hooked up to your broadband connection at the same time, you're going to need to set up a simple home network. First, you need a Cable/DSL Router (around $70). Once you've got that, you'll have to unplug the Ethernet cable ① from the back of your PC and plug it into the router; then run another cable ② back to your PC and yet another to your PS2 ③. If you're just networking these two, don't worry about further tweaking, but if you throw an additional PC into the mix, you'll have to do some setup on the PC itself. You're on your own for that.

BROADBAND: SIMPLICITY ITSELF



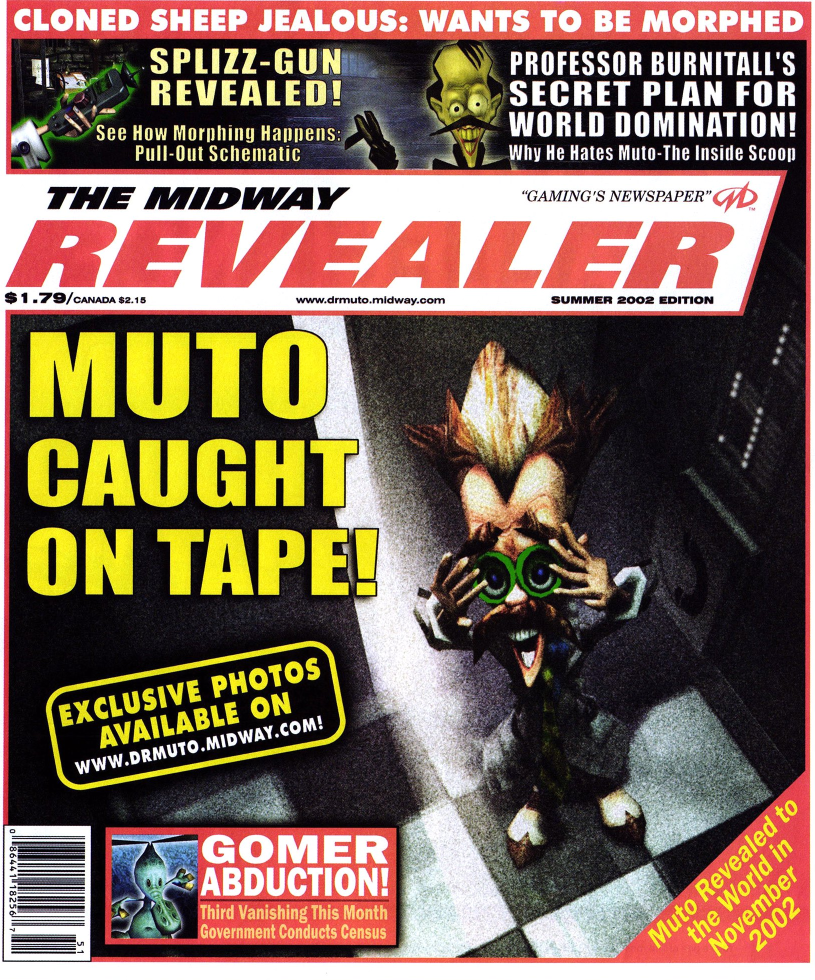
The simplest broadband setup is easy as pie. See that wire running between your cable or DSL modem ① and your PC? The one that looks like a fat phone cord? Unplug it from your PC and ② plug it into your Network Adapter. Simple, right?

NO STRINGS ATTACHED



Photos by Bob Stefko

Don't want wires all over your house? Grab a Wireless Cable/DSL Router (about $130) and Wireless Ethernet Bridge (about $120). (We recommend Linksys products; they worked for us out of the box.) Unplug your Ethernet cable ① from your PC and plug it into the Router, then run another cable ② back to your PC. Run a short Ethernet cord ③ from the Bridge to your PS2, and put your PS2 wherever you want.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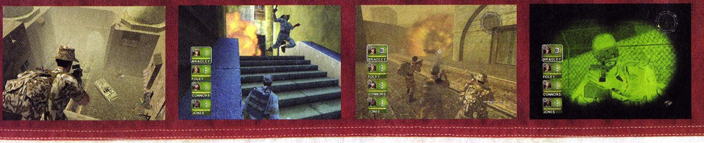
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CHARACTERS WITH

Remember these faces. They'll be invading your home any day now!

Who will you be spending the holidays with? In our second annual "Characters With Character" roundup, we take a look at the most significant game stars we think you'll be getting friendly with over the holiday months. Whether it's old friends we've not seen for a while, like the timeless Ms. Croft, or new acquaintances like Sly Cooper or young Ratchet here with his sidekick Clank, there's something here for everyone.

RATCHET & CLANK

Lord almighty, that might just be the biggest durn gun we ever did see! The gentleman holding that cannon (though it could be a grain elevator with a trigger) is Ratchet. That cute little bucket of parts tied to his back? That's—*how did you guess?*—Clank.

Ratchet is a grinning idiot who's hell-bent on becoming as cool as his heroic idol, Captain Quark. He's also a Mr. Fix-it who gets the chance to save the world from evil. (Bet you never heard *that* plot before.)

And Clank? He's the star of the show. He can mutate into literally dozens of weapons and gadgets, but more importantly, he carries this duo with his personality. Plus, he's super-cute. Come on, admit it!

CHARACTER

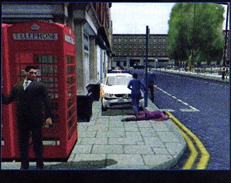
LARA AND KURTIS

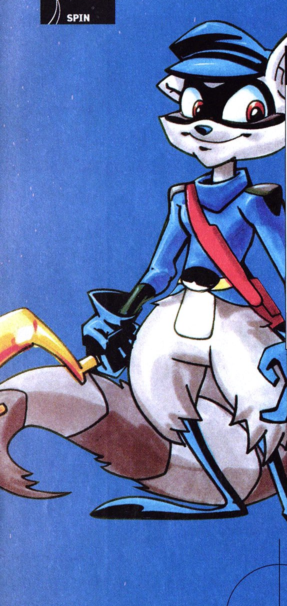
Even if you've played all five previous *Tomb Raider*s, seen the movie, and know Lara Croft's measurements by heart (34D-24-35, for those of you not fitting this description), Core and Eidos hope to surprise you a bit with the sexy Brit's new image. In *The Angel of Darkness*, Lara is one pissed-off chick out to clear her name after being framed for murder. Forget all you think you know about her until you play this game.

Also, forget about playing as Lara the whole time. Kurtis Trent joins forces with Lara in their quest against a common foe, the Alchemist. Seems this magic man from the past is responsible for the death of Kurt's father, leaving the glaive-wielding hero as the one and only survivor of an order called the Lux Veritatis, and thus its default leader. He's only got limited magical powers, but you can bet they come in handy.

MARK HAMMOND

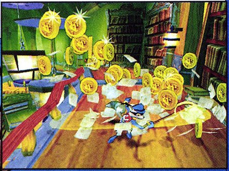
That's *The Getaway*'s Mark Hammond below. Dark eyes, deliberate, concentrated gait. It's the walk of a man who's got nothing left to lose. His wife, the love of Mark's life, has been murdered. Instead of grieving, though, he's on the run because London's finest is blaming him for her death. Potty-mouthed, keenly competent and an ex-gangster in his own right, we've got a feeling Mark might just clear his name and avenge his wife's tragic death. After all, he does know all of the seediest spots in London. That's why his gun's loaded and ready to fire.





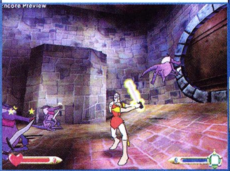
SLY COOPER

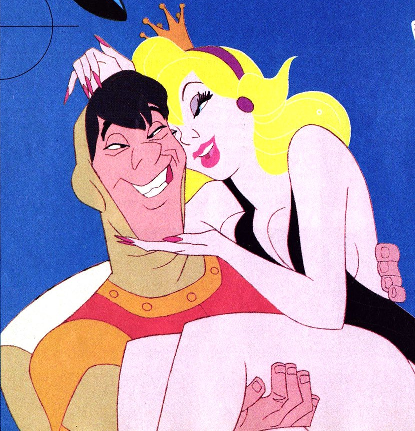
Don't let this cartoony artwork fool you. Sure, Sly may look like he's a bit light in the proverbial loafers, but his game is anything but dainty. And besides, you've got to be light on your feet in his profession; as a master thief—from a long line of master thieves, no less—this raccoon is always on the go. And he's got the moves to keep the thieving profitable: With the help of his hooked "thief tool," Sly climbs, crawls, swings and creeps his way through dozens of beautifully animated worlds. His aura of mystery prompts a multitude of questions. For example: Are those short pants, or is it fur? Why bother with a mask when, as a raccoon, he's born with one painted on? And what's with that hat? The world may never know.



DIRK AND DAPHNE

Sure, Mr. and Ms. Pac might have beaten them to the punch, but Dirk the Daring and Princess Daphne can still claim one of the longest relationships in gaming history. When Encore releases its 3D remake of *Dragon's Lair* this fall, we'll get an even more in-depth look into what makes these two tick. For those uninitiated with these creations of Don Bluth (*The Secret of Nimh*, *Titan A.E.*), Dirk is a knight as heroic as he is bumbling, who only speaks in grunts. Meanwhile, Daphne promises to show us that she's more than just an airheaded damsel in distress with a really annoying voice.



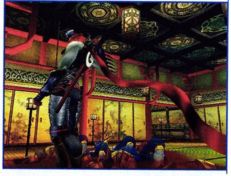


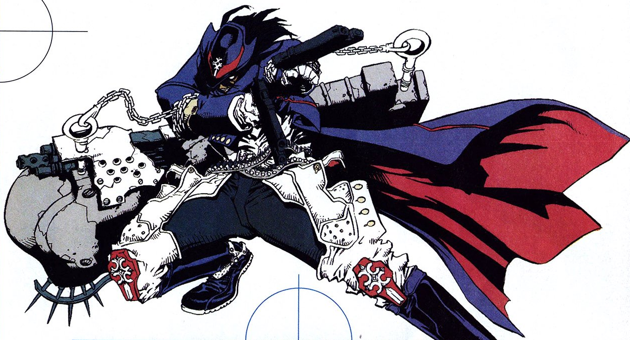
HOTSUMA

Joe Musashi, the star of previous *Shinobi* games, has seemingly retired. Taking his place is the flamboyantly dressed gentleman to your left (he's kicking a kind of Storm Shadow/Snake Eyes/Grey Fox vibe). His name's Hotsuma, and he's the type of stealth master who can carve the buttons off that oxford you're wearing before you even know he's in the room.

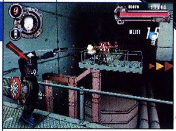
Stealth aside, the thing that makes us love this guy is that blood-red scarf that floats behind him like a sheen of silk.

As part of an ancient Japanese clan, Hotsuma defeated his brother in battle, which earned him the messy honor of wielding a magical sword that craves blood. If it's not someone else's blood, the sword won't mind turning on you to get it. That's the excuse this game uses to ensure maximum carnage. As good a device as any, we figure.



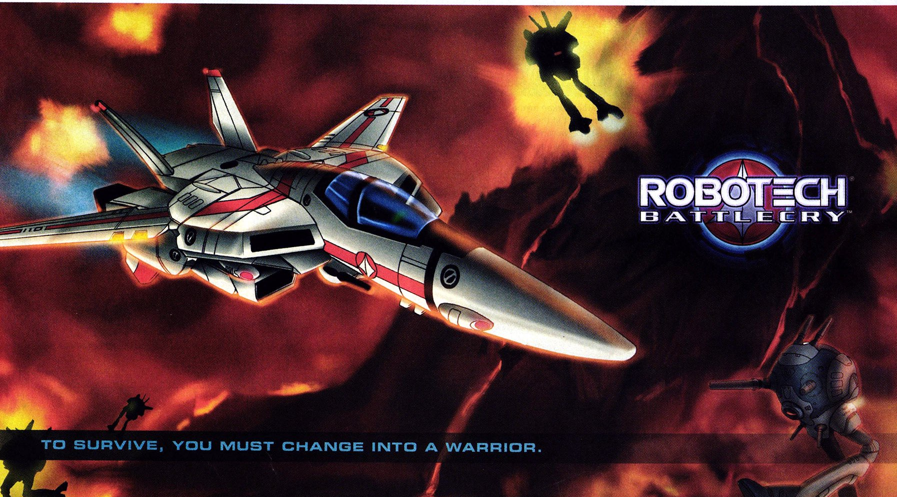


BEYOND THE GRAVE



We'll be honest: Grave barely made the list. The reason? All during *Gungrave*, he wears a friggin' sarcophagus on his back. Besides that lame accessory, though, he's possibly the biggest gaming badass to come along since Dante.

An undead assassin, Beyond the Grave lives only to take down The Syndicate, a criminal organization that betrayed him. Worse yet, they killed the woman he loved. Hell hath no fury like a man with a coffin on his back scorned!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TO SURVIVE, YOU MUST CHANGE INTO A WARRIOR.

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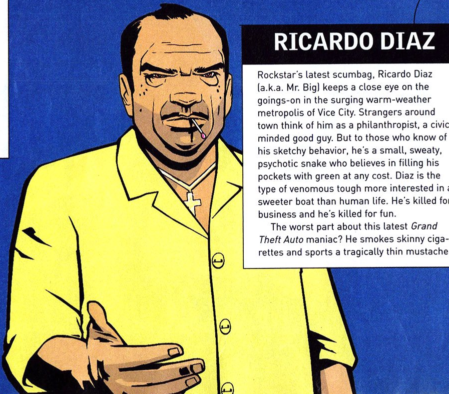
IVY

OK, Ivy is hot. The whip, that's extra-hot. Her "I might fall out of this skimpy getup at any second" is triply hot. But that beauty is skin-deep. This is one messed-up chick on the inside. First off, her name is Isabella Valentine. She always thought she was the daughter of the mad alchemist Earl Valentine. But not so (as discovered in the closing of *Soul Calibur*). In fact, her father was the evil pirate—is there any other kind?—Cervantes de Leon.

So while she's figuring out her true origins, she's going to smoke you in the ring in *Soul Cali 2*. And look delicious while doing it.

KAZUYA MISHIMA

Now the pivotal figure in the *Tekken* mythology, Kazuya is at the very heart of the increasingly complicated interwoven story of the series. Over the course of past games, he's been seemingly killed twice, he's morphed into a winged demon thanks to his "Devil Gene," and now, in *Tekken 4*, he's sworn revenge on his father, Heihachi, who heads Mishima Zaibatsu, the corporation behind the Iron Fist (Tekken) tournaments. Not only that, but Kazuya has funky hair, some seriously cool trousers and really gnarly scars. Chicks dig scars.



RICARDO DIAZ

Rockstar's latest scumbag, Ricardo Diaz (a.k.a. Mr. Big) keeps a close eye on the goings-on in the surging warm-weather metropolis of Vice City. Strangers around town think of him as a philanthropist, a civic-minded good guy. But to those who know of his sketchy behavior, he's a small, sweaty, psychotic snake who believes in filling his pockets with green at any cost. Diaz is the type of venomous tough more interested in a sweeter boat than human life. He's killed for business and he's killed for fun.

The worst part about this latest *Grand Theft Auto* maniac? He smokes skinny cigarettes and sports a tragically thin mustache.

RYGAR

Yes, folks, wristbands are in, and Rygar shows that his fashion stylings are straight from SoHo (shields on a string, consequently, are *not* the next big thing). It seems Rygar goes to all the trouble to stay hip because he's in love with—get this—a princess. Princess Harmonia, no less. A ravenous group calling itself the Titans has kidnapped Harmonia, and it's Rygar's "duty" to get her back (though we have our suspicions that he's doing it all for the nookie). If all goes well, he'll get the girl and restore order to his Mediterranean hometown, Argus. Or he'll die trying.

JENNIFER TATE

Jennifer Tate was just your everyday waitress/college student—that is, until the evil minions of the Chaos Lord Abaddon abducted her man and dragged him into their world. In *Primal*, Jen joins a gargoyle named Scree as she enters several worlds counter to our own. On her quest, she adopts the power to morph into specially talented forms. See that tattoo on her back? More than just looking cool, it also holds her power to shapeshift.

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TO SAVE HUMANKIND, YOU MUST CHANGE INTO A HERO.

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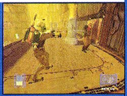
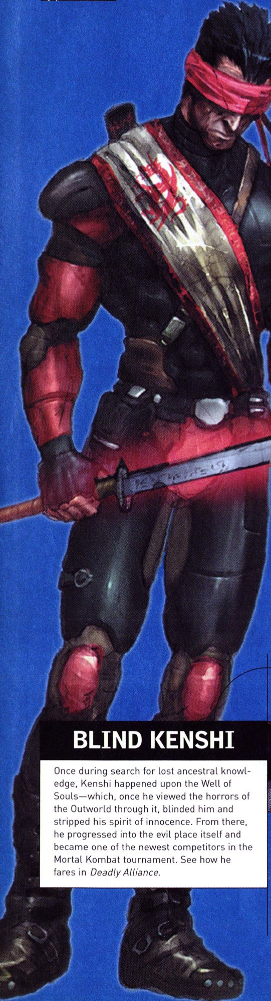
JANGO FETT

Recognize this guy? Yes, we know he died at the end of *Episode II*, but that's not the point. Thanks to LucasArts' upcoming action romp *Bounty Hunter*, you get to enjoy something that we all secretly love to do—be the bad guy. Oddly though, once you play the game for a while, you realize he's not actually an evil dude at all...he's just a badass in a big hat doing his job, trying to make his way in the universe. Because of the timing of the game's story, you also get a thorough insight into how Jango became the "template" for the clone army, as well as some of his reasons for having such an attitude problem when it comes to the Jedi.

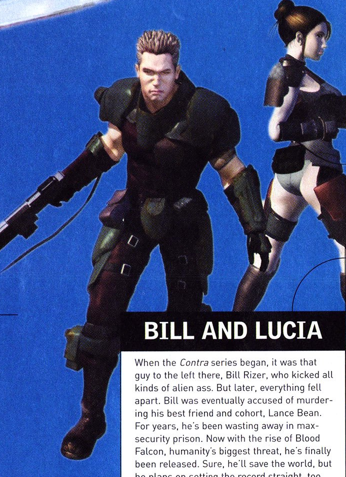




BLIND KENSHI

BLIND KENSHI
SCORPION
SNAKE
HAPKIDO

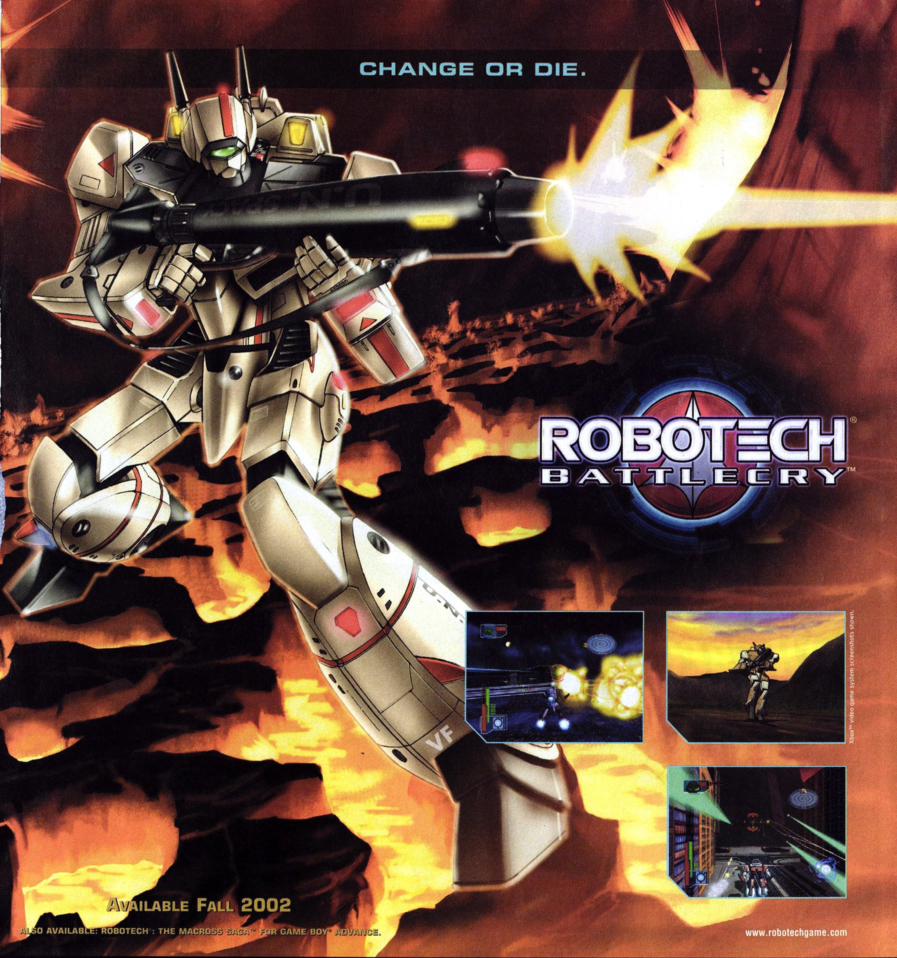
Once during search for lost ancestral knowledge, Kenshi happened upon the Well of Souls—which, once he viewed the horrors of the Outworld through it, blinded him and stripped his spirit of innocence. From there, he progressed into the evil place itself and became one of the newest competitors in the Mortal Kombat tournament. See how he fares in *Deadly Alliance*.



BILL AND LUCIA

When the *Contra* series began, it was that guy to the left there, Bill Rizer, who kicked all kinds of alien ass. But later, everything fell apart. Bill was eventually accused of murdering his best friend and cohort, Lance Bean. For years, he's been wasting away in max-security prison. Now with the rise of Blood Falcon, humanity's biggest threat, he's finally been released. Sure, he'll save the world, but he plans on setting the record straight, too.

The sexy lass with no fashion sense to his right is Lucia. Crafted from the mind of Dr. Geo Mandrake, this sultry cyborg was created to be the ultimate fighting weapon. It seems she's the result of classified military experiments using alien DNA. Now that's hot.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Nintendo GameCube

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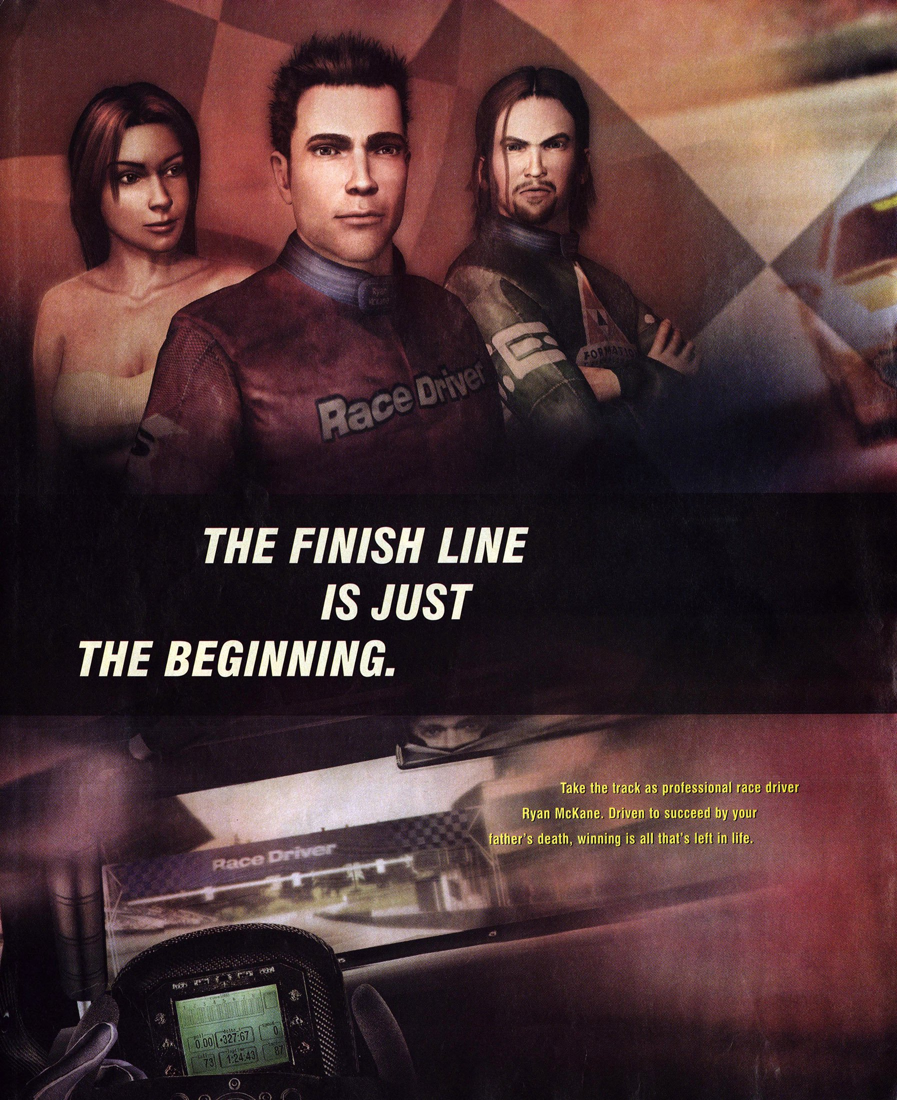
Race Driver
Ryan McKane
Formation
THE FINISH LINE
IS JUST
THE BEGINNING.
Race Driver
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73
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87

Take the track as professional race driver Ryan McKane. Driven to succeed by your father's death, winning is all that's left in life.

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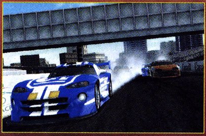

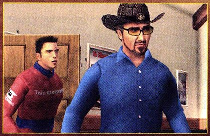

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GENIUS AT PLAY

Screen shots taken from PlayStation® 2 computer entertainment system game play.

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THE INSIDER

SAVORING THE FRUITS OF OUR LABORS

It's a magic moment, full of wonder and awe. A disc is placed into the PS2, the green light is pushed, and a few seconds later a game is on the TV. And not just any game, mind you, but *our* game. The one we've been working on for the past six months. All the late nights and hundreds of pounds of fast food consumed come down to a single moment, watching the TV flicker before an image appears.

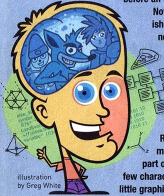
illustration by Greg White

Now, this certainly isn't a finished product. But we have our new game on a CD; a major milestone has been passed. Of course, there are still many to go. Hell, we haven't even been able to announce it yet, and there's still a solid year of development left. Right now the entirety of this mysterious game is but a small part of a single stage, with only a few characters moving around and very little graphical flair. But you can punch, block and pull off combos. Enemies have the rumblings of decent intelligence; basic interaction with background items is in place; and, the most impressive thing, it's fun to play. Our technology is nowhere near finished, and the gameplay has only started its tweaking phase—but it's already fun. Hot damn.

If there's one thing I love more than anything else about the games industry, it's that you always feel like you're making progress. A week ago, we had a whole bunch of seemingly random pieces—some characters, background elements, hit sparks and the like—and now they're together in the form of a game. Sure, the progress might not always go the way you want it to—bad decisions can sometimes lead you down the wrong path for a bit—but we're always heading toward a goal.

And unlike some jobs, working here is always a challenge. The good kind of challenge. Meetings take up a solid chunk of the day, from team-wide updates to small chit-chats with artists or programmers about new features. Ideas are always being tossed back and forth, and there's never a stop to the flow of new documents detailing them. And when we're not discussing things, we're trying out the team's latest creations.

New things constantly need to be tested, from timing of animations to the way a tree looks when your character walks behind it. Every new object made, every programming update, every single element that's introduced into the project needs to be painstakingly tested. And it's never perfect the first time, so it has to be tweaked and checked and tweaked and checked again, perhaps dozens of times, until it's good enough for now—because nothing's ever really done until it's off to the manufacturer. Every day we add a handful of new elements to our game, and every day we get closer to finishing it.

There's still much work to be done, though. It's almost overwhelming if you step back and look at what's left to do. And, to be completely honest, I'd be a bit worried if it wasn't for the staff here. All that progress I'm talking about...it's all because of the people working on this game—the amount of stuff this staff churns out every day is staggering. They say a game can only be as good as the people working on it, and if that's true, we're going to have something damn keen next year. Of course, that also means we'll have to work our asses off.

But just getting a chance to play *our* game—the one *we* created—makes all that work worthwhile.

Ryan Lockhart rlockhart@sevenstudios.com spent a good chunk of his day placing pigeons in a level. Yup, pigeons. Try not to be envious.

Ronald Martinez/ALLSPORT

SCHOOL SPIRIT

FIVE QUESTIONS WITH THE MAKERS OF NCAA FOOTBALL 2003

1 Is NCAA a better game than Madden?
They're both great games. *NCAA Football 2003* is the best college football game and *Madden NFL 2003* is the best professional football game. Each title offers a unique gaming experience, and they are developed by completely different teams here at EA-Tiburon. With *NCAA,* we are giving you everything that's special about college football—over 200 fight songs, 50 mascots, all the historic rivalries, cool trophies, cheerleaders with painted faces, all 28 bowl games, controversial ranking systems, off-season recruiting battles, the option attack, one-foot sideline catches—and much more. This is the complete package when it comes to college football.

2 Did you factor in an East Coast bias?
Wow, sounds like we have a bitter Oregon fan here! No, we award teams and players based on their on-field performances, not their geographical regions.

3 Bowl system or playoffs?
No question: bowl games. I'm a huge college football fan because of the history, the tradition and the fact that every game counts. If you go to a playoff system, you're losing out on some of the elements that make college football so special.

4 What was one feature you left out of this year's game that you're itchin' to get in next year?
Mascot fighting mode! [laughs] Honestly, I'm very happy with the feature set that we were able to deliver, so I don't feel there was anything that got left out. That being said, I'm very excited for *NCAA 2004*—it looks *very* promising!

5 Name a surprise team to look out for this season.
When you look at all the great games this season, it doesn't take a genius to figure out that the top teams are going to knock each other off. I think this will lead to a very close BCS race once again, and we may see a surprise team ending up in the Fiesta Bowl. Maybe someone like Washington State. Or even Marshall, if they can win at Virginia Tech and run the table.

(Questions answered by NCAA *producer Jeffrey Luhr)*

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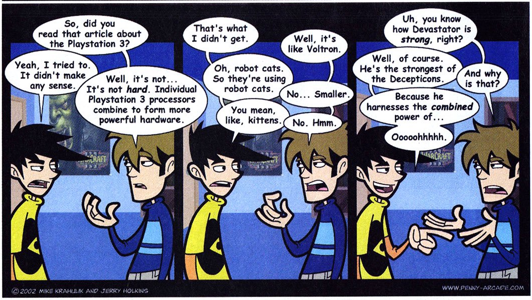
So, did you read that article about the Playstation 3?
Yeah, I tried to. It didn't make any sense.
Well, it's not... It's not *hard*. Individual Playstation 3 processors combine to form more powerful hardware.
That's what I didn't get.
Well, it's like Voltron.
Oh, robot cats. So they're using robot cats.
No... Smaller.
You mean, like, kittens.
No. Hmm.
Uh, you know how Devastator is *strong*, right?
Well, of course. He's the strongest of the Decepticons.
And why is that?
Because he harnesses the *combined* power of...
Oooohhhhh.
WARCRAFT
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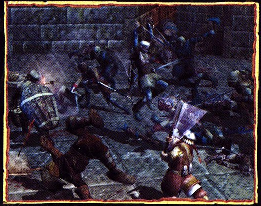
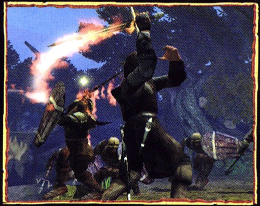
Middle earth stands on the brink of destruction.

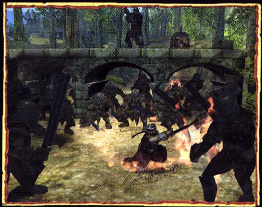
You will unite. Or you will fall.



Fight as Aragorn, Legolas or Gimli, each with their own unique combat styles and upgradable abilities.



Battle Sauron's evil minions, including the Cave Troll, Ringwraiths, and Uruk-Hai, from the Mines of Moria to the Walls of Helm's Deep.



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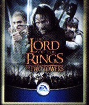

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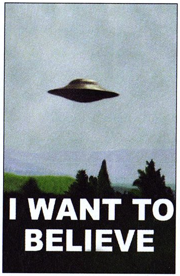
RETURN TO AREA 51

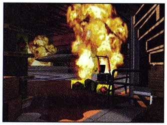
Midway taps effects-legend Stan Winston for new game

Area 51, the secret military facility about 90 miles north of Las Vegas that the government denies even exists, has been the source material for countless books, films and TV shows about UFOs and government conspiracies. It was also, for those of you who may remember, the premise for a popular mid-'90s aliens-invading-earth light-gun shooter for the arcades and PSone. Well, Midway has decided that it's time to make a return to the controversial facility for its upcoming PS2 game, tentatively titled, once again, simply *Area 51*.

One of the coolest aspects of this new game is that the company has called upon four-time Academy Award-winning special-effects legend Stan Winston for help. Winston, arguably the most respected effects man in Hollywood, is best known for his work on *Jurassic Park*, *Aliens* and, of course, the *Star Wars* series. He and his studio will work on creating many of the alien creatures found in the game.

It's apparently quite important that these aliens be well-done because, unlike the original, in the PS2's *Area 51*, you won't simply be blowing them away with a light gun. This game is a third-person action/adventure that attempts to unlock the extra-terrestrial mystery of the base through lots of story and action. We've been assured that you'll still be able to kick quite a lot of alien behind—it's just that now you'll be doing it with sniper rifles or hand-to-hand combat. Midway currently has *Area 51* slated for a 2004 release.





The plot of the original PSone game (shown here) was quite simple. Aliens have invaded, and you and the other members of STAAR must defeat them—by blasting everything in sight.

EA Collector's Editions

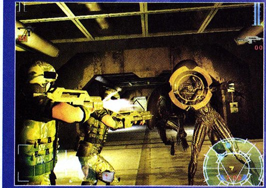
EA will soon release three collector's-edition game packages for the PSone, each with three separate games in the box. Racing Pack, Action Pack and Sports Pack will each retail for $39.99.

WHAT EVER HAPPENED TO...

ALIENS: COLONIAL MARINES

What happens when a classic movie series meets an up-and-coming developer? Apparently, it gets cancelled—a bummer for all the *Aliens* fans who were itching to play a game that was *finally* faithful to the second movie's all-out action sequences. It promised squad-based alien hunting, crazy situations that seemed impossible to get out of, and big-ass guns that could tear holes through titanium.

When we first heard about it in May 2001, we were excited by the concept: A first-person squad-based shooter was never accomplished on the PSone, so the time was ripe. But then the game was delayed. And then it was delayed again. And again. When this year's E3 came and went without even a mention of *Colonial Marines*, we figured it was going to fall on that painfully sad scrap heap of never-finished games.



What a shame, considering that this wasn't your average first-person shooter. Instead of zipping around from spot to spot, there was a little more drama in the game's pace. You moved, get this, like an actual person. Not some lamerod armored-up robot. Plus, you could change the formation of your squad by pressing a button.

When we called up EA Games, we were told the game is "not in their plans anymore." If we had to venture a guess as to why the project was dumped, we're figuring it was too difficult to piece together A.I. to make your teammates as competent as EA would have liked. Fair enough. Better that the game never releases—if it's going to be a clunker.

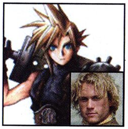
Still, as huge fans of the movies (well, the first two, at least), we're hoping Fox and EA look back to the series for new games sooner than later.

Wanna get the scoop on a game that's fallen off the radar? Then just send an e-mail to opm@ziffdavis.com with the subject "What Ever Happened to..." and we'll look into it.

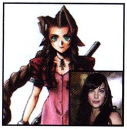
DREAM CAST

Ever since we started this whole business of casting fantasy movies of our favorite games, two titles have been requested the most: We already did *Metal Gear Solid* (see issue 53), so the time has finally come to present our picks for the film version of *Final Fantasy VII*. And perhaps more than ever before, your e-mails have helped us select the cast. Keep 'em comin'!

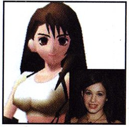
Got any ideas for a Dream Cast of your own for another game? Send them to us at opm@ziffdavis.com with the subject DREAM CAST.



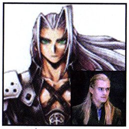
Cloud: Heath Ledger
With solid performances in movies like *The Patriot* and *A Knight's Tale*, Heath Ledger has demonstrated his knack for heroism. Who better for the lead role?



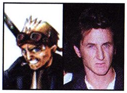
Aeris: Liv Tyler
No matter what you think of Liv, you'll be happy with her as Aeris. If you love her, she's the tragic heroine. If you hate her, she dies (and does *not* come back!).



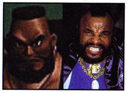
Tifa: Marla Sokoloff
These days, not many young actresses play innocent yet cute and busty quite as well as *Dude, Where's My Car?*'s Marla Sokoloff. Mee-yow!



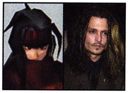
Sephiroth: Orlando Bloom
We all know Orlando Bloom as the do-gooding elf Legolas in *The Lord of the Rings*—which means that we also know what a true badass he can be. Perfect!



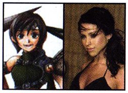
Cid: Sean Penn
Rugged and foul-mouthed. Penn, indeed.



Barret: Mr. T
He pities the fool who casts someone else!



Vincent: Johnny Depp
A cool character played by a cool dude.



Yuffie: Lacey Chabert
Perfect look, perfect bubbly personality.

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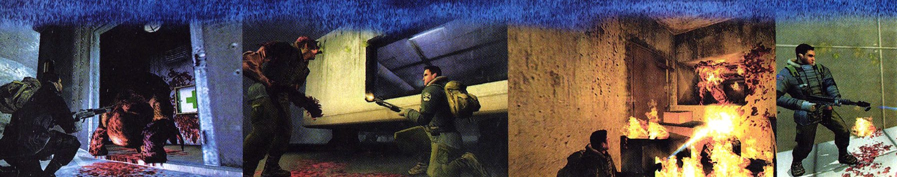

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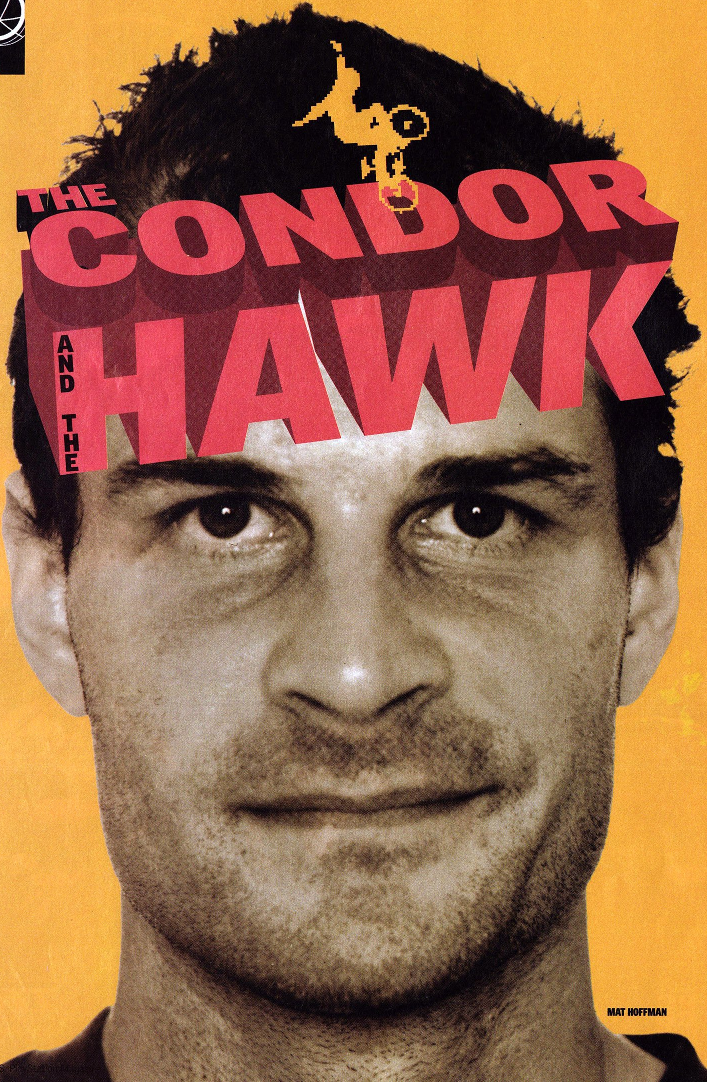
THE CONDOR AND THE HAWK



MAT HOFFMAN

TONY HAWK

BIRDS OF A FEATHER
SQUAWK TOGETHER

BIRDS OF A FEATHER SQUAWK TOGETHER

PHOTOS BY JOE TORENO

THE CONDOR AND THE HAWK

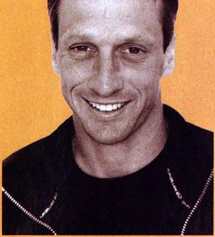
What do the two biggest names in action sports talk about when they're hanging out together? That's what we've been itchin' to figure out, so we trapped Tony Hawk and Mat Hoffman in a room in Las Vegas, put a tape recorder between them, and locked the door. Finally, we know exactly what they chat about, and now you will too....

Hawk and Hoffman square off in a recent television commercial to promote their games.

TH: Mat, where did you grow up?
MH: I grew up in podunk—Edmond, Okla.
TH: Which is Oklahoma City to us?
MH: Yeah, it's right by Oklahoma City. Definitely grew up on a farm. Had to get up in the morning, had to feed the chickens, feed the goats, feed the horses.
TH: Did you *really*?
MH: Yeah. Had to clean out the horse stalls.
TH: How did you fall upon biking? From dealing with chicken feed.
MH: Just outrun the rooster [laughs]. Actually, that's funny. The rooster was gnarly. I'd have to gather the eggs and he'd chase me, and I'd peg him with eggs trying to get away. I'd end up with no eggs! My mom would say, "Where are all the eggs?" I'd deny that I threw them, and then she busted me one day. I have no idea how I got *here*. There's nothing [in Edmond] to entertain you, so you have to entertain yourself.

"I'VE BEEN KNOCKED OUT 12 OR 15 TIMES. YOU NEVER GET USED TO IT."

TH: Seems like all the bike guys I know lived on the West Coast and they inspired each other, because there weren't many of them. I'm wondering how that came about in Oklahoma City, chasing hens.
MH: Yeah, hmm. I don't know. When I was younger, I raced motorcycles a lot, and I'd go to Motocross on Friday, Saturday, Sunday. Then I got into Enduro racing, and then I got into jumping. And I'd pick up magazines and see these guys jump on their bikes, so I sold my motorcycle, got a bike. My uncle was a carpenter, so we built little six-foot quarter [ramps] and I knocked myself out the first day on it.
TH: *First* day? [both laugh]
MH: I was out there, trying to figure out how to drop in, because I'd seen it in the magazine, so I was like, "I wanna do *that*." And my uncle talked me into trusting him. So I stood on my pedals, holding my bars, and he just held me there. So I was like, OK, I gotta get psyched and then—*Ahh!*—he dropped me in. The rest is history. It seems like a pattern in my life that's continued.
TH: Do you know how many times you've been knocked out?
MH: Umm, I don't know. I used to use a blanket "50 times." But I think I'm surpassing that after this year. I don't know what the deal is. I just gotta stop doing that. I gotta stop hitting my head. Especially after the Big Ramp slam. That scared the hell out of me. You know how it is with most injuries, you can just assess them and say that's healing and that's not healing. But when you hit your head, well, that's what you use to assess with. And it scares me. I hate watching people hit their heads.
TH: Yeah, I've been knocked out, like 12 or 15 times. And you never get used to it. You never wake up saying, "Oh, I'm fine now." You can feel it afterward for a few days.
MH: Yeah, you feel faded for a few days. I hate it, man. I'm going to stop doing that. Let's make a pact, let's not get knocked out anymore!
TH: [laughing] Yeah, that sounds good. I know, people give me a hard time—parents mostly. They say, "You're not wearing helmets in the video game and my kids don't wear helmets." Yeah, but when you fall in the video game, you hit your head and blood squirts out. That's the reality of it. That's what we're trying to show. We're not trying to deny anything or trying to make it seem more safe than it is.



MH: So how do you explain to a kid the reality of the laws of physics whenever they shout out to do a 900 when you're riding a street course? [laughs]
TH: I don't even bother. I don't know how that came to be. But no matter what I'm doing, people will howl out "900!" I got up to present an award at the TransWorld Skateboarding Awards a couple of weeks ago, and I walked up to the stage and the kids were like, "900!" And I know it's just heckling, but I mean, *come on* people.
MH: I remember when I'd first done a 900 on a bike. Every contest after that I couldn't concentrate on my run because that's the only thing people wanted to see. They didn't care about what else was on my mind in terms of the run—they just imagined it. So I used to drop in and to get people to shut up, I'd do a 900 as my first trick [both laugh]. Luckily, I pulled them. Then people would shut up so I could ride and do my demo.
TH: That's awful. I couldn't. It takes me so long to work up to it. It's gotta be the right ramp and I've gotta feel good. I couldn't just drop in on my first run and even try it.
MH: Normally I wouldn't, but it gets annoying enough that it fuels me enough to do it.
TH: I've learned to block it out. When I hear it, I'm like, whatever. Half the time you do a 540 or a 720 and they're like, "Whee, he did it!" OK, so you didn't know anyways.
MH: Yeah, they don't even know what they're asking for.
TH: Right.
MH: They don't understand that they're asking you to possibly go to the hospital for their entertainment. [both laugh]
TH: Right.
MH: 50-50. Whenever I drop in, that's the best odds I can give myself to do that trick. I think when I do it too much and I think I've got it dialed, I've lost the fear I needed to conjure up the focus to pull it off.
TH: Yeah, I don't even bother trying unless I'm totally warmed up, used to the ramp, feeling good. Ready to take a hit. Because I know it's either going to end up really good or really tragic. I don't walk away from it like, "Well, I tried. I did my best."
MH: Have you kept track of the number of 9's you've pulled?
TH: No, not really. Somewhere like 10 or 15. But, you know, some of them I don't consider that good of a make so I don't like to say I made it.

TH: Was it hard to turn down the ladies after popularity hit?
MH: I got married young. I got married when I was 21.
TH: So he's not turning them down is what he's saying. [both laugh]
MH: Yeah, I just accepted them early. [laughs] I think when you grow up on the road, you get that out of your system.
TH: Yeah, you lead that life at such an early age. I was touring cross-country at 16.
MH: I took my first tour when I was 15.
TH: Yeah, so it's like you go through your crazy college years at an early age.
MH: And I think what we do is all about commitment, so whenever you find a girl and you decide you want to be committed to her, it's easy. It's a state of mind you under-

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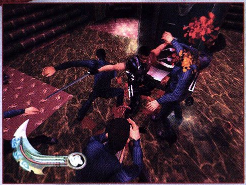

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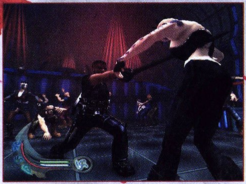

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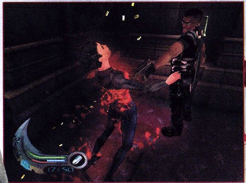

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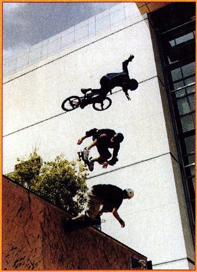
THE CONDOR AND THE HAWK

stand, since it's basically what we've tried to develop our whole lives.
TH: Yeah, no matter how many times they knock you out [laughs].
MH: [laughs] Exactly.
TH: And you still get back up, you still try again, even after getting knocked down.

Tony Hawk's
BOOM BOOM
HUCK JAM

MH: What do you have coming up?
TH: Boom Boom HuckJam is pretty much consuming all my time, trying to get that off the ground. It's a tour of arena proportions. It's not a skate-park tour; we don't show up in an existing skate park and ride whatever they have. We're bringing our own park. It's an elaborate setup that fills an arena floor. We did our first one in Vegas, the one you were at, Mat, and it was successful and it was fun.
MH: Yeah, I think that tour is gonna redefine the way our sports are represented. I can't believe it's grown to that.
TH: Yeah, it's been crazy. I got the idea because I went to the X Games last year and I saw that they put it inside an arena, inside the [Philadelphia] 76ers arena. And the place was full and there was a two-hour wait outside to get in. I realized that if we want to do professional exhibitions, that's the kind of scale we have to do it on now. There's still room to do it at skateparks and places like that, but the amount of people that show up can't fit in. Literally the capacity isn't there, and so we have to do it at arenas. And that was why we did it. But it was a blast. We had a lot of fun in Vegas. Hopefully, it's another avenue—instead of all these competitions every weekend—that we can explore.
MH: How did you come up with the design?
TH: Umm, I literally wrote it all on a napkin. And I handed it off to the moto[cross] experts and said, "Can you do this? Can you make this jump, does this work for you?" And they said, "Yeah, sure, no problem. We can do it." So the moto-jump and the skate-ramp element were two different things built by different people and they were sort of LEGO'd into each other once we got to the arena. That whole tour is mainly sponsored by Activision O2, so who knows, you might see it in a game at some point. [laughs] But I'm not allowed to say things like that because I always get in trouble. So, I don't know if you're going to see it in the game, but, *why not*? Right?

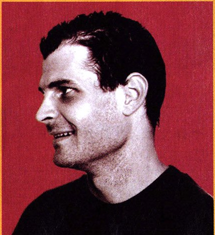
"PEOPLE SAY, 'TONY HAWK? THAT'S SOME VIDEO GAME CHARACTER.' "



Hoffman, Hawk and Bucky Lasek hit the mid-air pause button for a photographer.

TH: So, about your game, it's PS2 now?
MH: Yeah, and the other systems.
TH: Oh, yeah. I heard about your game. I heard about the Tiki war.
MH: Yeah.
TH: That sounds sweet. But I haven't been playing that one. I've been playing Slater's.
MH: Really?
TH: Yeah, just because it's so unique with the water. And I played an early Shaun Murray build. That was fun. *Really* fun. I thought it would just be wakeboarding where you're touching this rope. But you could let go of the rope, ride stuff. But I heard your graphics are just ridiculous.
MH: Yeah, it's like a video that you can play as a video game. You know what I mean?
TH: Yeah, yeah.
MH: There's a lot of footage and stuff in it. You know how it is: You think you've got it wired, and they send you a new build of the game and all the control buttons change. That's kind of where I'm at. I was like, "God, I'm ruling this game." Then I got the new build and I'm like, "Aww, I suck."
TH: You have to bring the latest build on tour, and I'll bring my PS2 debug.
MH: Yeah, OK.
TH: We'll have all the sweet Activision games on our tour!
MH: Your tour works out perfect for all the projects I've got going on right now. The game's being released, if I get the book done tonight, it'll be released....
TH: *Tonight?!* [both laugh]
MH: So it'll be released; it'll be a great time to support all of that stuff.

MH: Is there a downside to being in a game?
TH: I don't know. The only downside for me, personally, is that when I'm skating, people expect me to be able to do these ridiculous combinations that they do in the game. "Do an Impossible Frontside Crib 720 Sex Change!" And I'm like, "Umm, *no*. I can't." But there hasn't been much. I don't really think of many downsides. I've had kids think that I'm not a real person before.
MH: *Really?* [laughs]
TH: They've only seen me in the game, and they think I'm a video-game character. People will say, "Tony Hawk? That's some video-game guy."
MH: You're only an animation.
TH: Yeah. So I guess the downside is that people only know you from that and have no idea you have a history in your sport.
MH: It's been such a surprise project in my career. I never knew I'd score something like this [laughs]. There's no real downside to it, you know. Except that I always wear a full-face helmet, and so I've always been behind a mask. I can be on magazine covers and no one would ever recognize me. But now being in a video game, and doing milk ads, those things kind of took the veil away. [both laugh]
TH: *Behind the Hoffman Veil!*
MH: Yeah, so you get recognized a lot more. Which is nice, usually. I mean, whatever. It's cool to hang out with the kids and things like that. So I guess it's not a downside, but it's something I've noticed since being in a video game instead of being on some competition on TV.
TH: I know the downside to it! People always want to take me on. They know I play, so they're like, "I'll kick your ass, dude! Let's play S-K-A-T-E!" But I've got a good track record.
MH: Yeah, you beat me in France. In Paris. They had us play the game together when it was released. You beat me in the hotel, and I was like, *Whoormph*. [both laugh] I had to play the game in BearSea Stadium. I had to play the champion guy who'd played the game a ton and he wanted to play me. He took me on in front of 9,000 people and all I could think was: This is going to be humiliating.



For more information about Tony Hawk's Boom Boom Huck Jam, check out (guess what?) www.boomboomhuckjam.com

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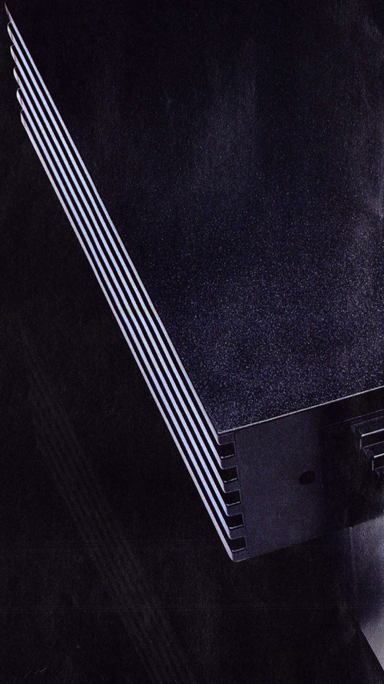

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- The Network Adaptor, which offers both dial-up and broadband connectivity
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- Mail-in offer for a FREE copy of Twisted Metal:Black™ ONLINE
- All this for just $39.99 (SRP)

WHAT YOU NEED TO CONNECT:

- PlayStation 2 (duh)
- Network Adaptor (obviously)
- Memory card (8MB for PlayStation 2) with at least 137K of space (that ain't much)
- Dial-up or broadband Internet connection (in English: such as cable modem, DSL, T1 or just a plain ol' phone line)
- Network Adaptor Start-Up Disc to create ISP settings (don't worry, it's easy)

OTHER STUFF:

- The Network Adaptor works with just about any ISP subscriber, including AOL, AT&T Worldnet, EarthLink, Prodigy/SBC and Sympatico. Check with your ISP for details.

These are just a few of the games with online features available this year:

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ATV Offroad Fury™ 2

Madden NFL™ 2003

Tony Hawk Pro Skater™ 4

SOCOM: U.S. Navy SEALs

Frequency™

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NETWORK
PlayStation 2
DIGITAL OUT (OPTICAL)
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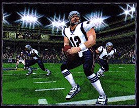

NFL GameDay™ 2003

Tribes™ Aerial Assault

PRODUCTS RANGE FROM RATING PENDING TO MATURE
RP-M
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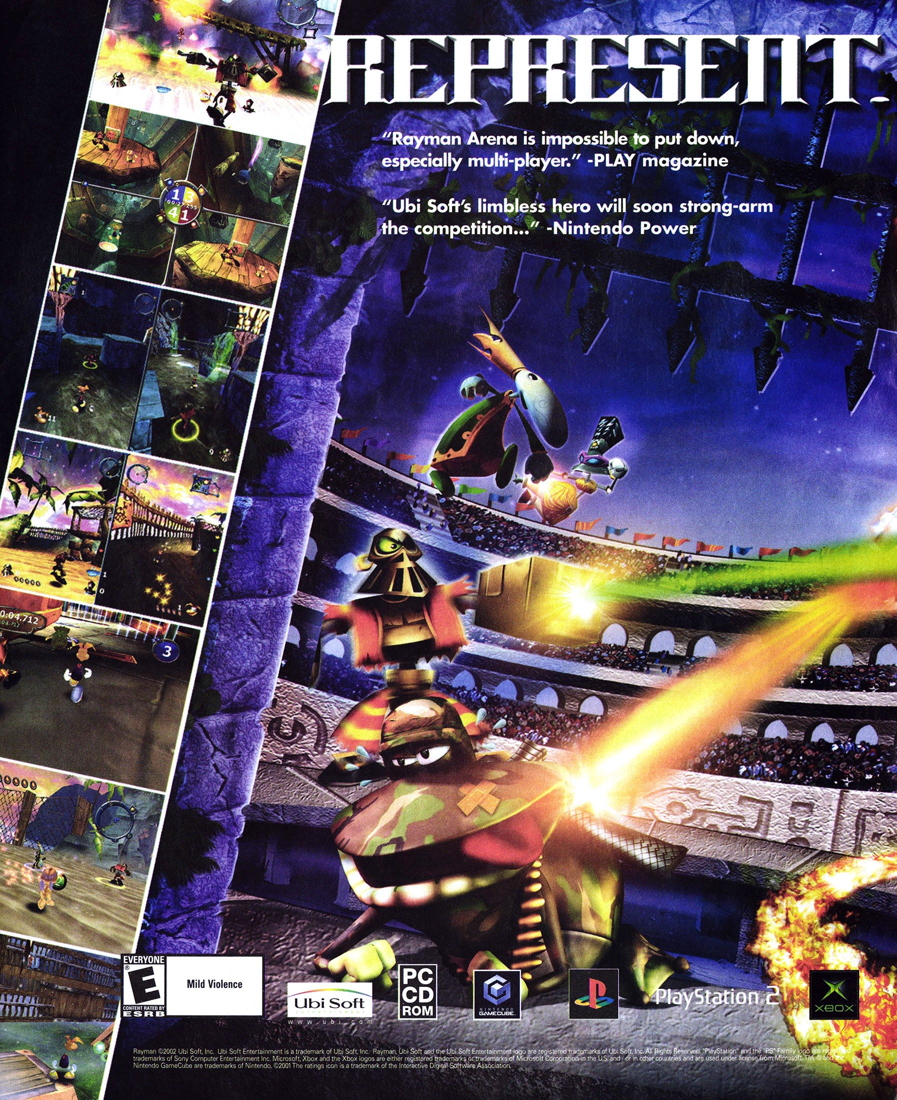
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"Rayman Arena is impossible to put down, especially multi-player." -PLAY magazine

"Ubi Soft's limbless hero will soon strong-arm the competition..." -Nintendo Power

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BABE IN BOYLAND

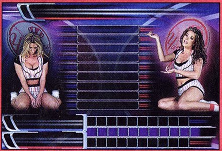
Summer Posey heats up your PS2 in the 20-03 editions of *MLB SlugFest* and *NFL Blitz*

How did you get involved with Midway and *SlugFest*?
Someone from MarkesePhotography.com discovered me off of my Web site, www.SummerPosey.com. He then introduced me to the art director of *SlugFest*, Sal Divita, and the rest is history!

How often do you play games, if ever? If you get around to it, what kinds of games do you play?
I am constantly on the road and never really have time to sit down and play video games. But when I do, I don't mind playing a few driving games and *MLB SlugFest 20-03*, of course.

At what point did you get into modeling?
I have only been modeling for two years now. A friend of the family and the owner of a modeling school here in Orlando, Lisa Maile, encouraged me to audition for an upcoming pilot shoot in which I both landed the role and discovered that I *love* being in front of the camera!

"I'd like to be like Lara Croft in *Tomb Raider*. You can't go wrong with that!"



What do you think makes a woman sexy? When we interviewed Gabriella Reece, she said, "hot pants." Just kidding, she said, "confidence." What do you think?
Yeah, what she said. I think Gabby hit that right on the nose.

Do you get asked out a lot, or do your looks intimidate the gentlemen?
I think that I am very approachable. I love it when a guy can make me laugh.

What do you want to be when you grow up?
A success!

Are you prettier than you are smart, or smarter than you are pretty?
I am equally both.

Who's your favorite baseball team? Your favorite player?
The Mets, of course! Mike Piazza.

Elvis or the Beatles? And why?
Elvis. I love the way that he can move his hips!

What's one characteristic you look for in the male species?
Personality and social skills.

How tall are you?
Five-foot eight.

How did you get named "Summer"? Family name or just lucky?
Lucky, I guess. I come from a crazy family. My three uncles are named Tom, Dick and Harry! My mother's name is Burma, and I was given the name Summer. She debated giving me the name Savannah. Either way, you won't forget me!

Are you a wine or a beer type o' girl?
Wine. It gives me a sweeter buzz. Nice and warm.

What do you like to do when you are not modeling?
Spend time on the lake, hang out with friends, go to dinner, cuddle...what everyone does!

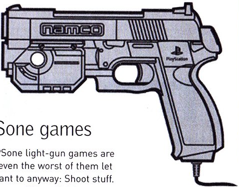
If you were able to have a dream date, where would you go?
Greece. Great beaches, historic ruins with great photo ops and a *wild* adult nightlife!

***SlugFest* has players that catch "on fire" during gameplay. What heats you up?**
Attention.

If you could be a female character in a video game, what type of game would it be, and what role would you play?
I wouldn't mind being the only female player in *MLB SlugFest 20-03*...and if that didn't work out, I'd like to be Lara Croft in *Tomb Raider*. You can't go wrong with that!

How would you feel about becoming the supermodel of video games?
I enjoy seeing the images in the game, and I hope to be a part of the industry more if they'll have me!

KEEP ON SHOOTIN'



Keep your Guncon at work with these PSone games

With new games like *Dino Stalker* and *Ninja Assault* coming out to render your original Guncon obsolete, just what are you to do with your beloved light-gun peripheral? The answer: Play what you missed and replay your favorites. Sure, the majority of PSone light-gun games are mediocre at best, but even the worst of them let you do all you really want to anyway: Shoot stuff. Enjoy this rundown of every PSone light-gun game ever made.

THE SURE SHOTS

Must-own games for any Guncon owner

Die Hard Trilogy: Light-gun shooting only comprises one-third of this game based on the Bruce Willis action flicks (the *Die Hard 2* portion, to be specific), but it alone made it worth the purchase for fans of the genre. Wanna blow up anything on the screen? This is the game for you!

Elemental Gearbolt: From a company better known for hardcore RPGs like *Lunar* and *Arc the Lad*, *Elemental Gearbolt* was a departure of sorts for Working Designs. But what a great departure it was! As Mark MacDonald said in our review, "It's just an all-out blast-fest from start to finish." It's as simple as that, making it arguably the best thing to do with your Guncon.

Point Blank series: For three games (all very similar—play one, you've pretty much played them all), two safari-garbed characters with egg-shaped heads named Dr. Dan and Dr. Don (doctors of what, we have no idea) helped gel together a huge selection of shooting minigames. Some were funny, some more serious; some were easy, some quite tough; all were simple fun at its best.

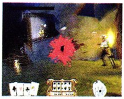
Time Crisis: With the inclusion of a gameplay feature that required you to seek cover, *Time Crisis* added some innovation to an otherwise straightforward genre. Its graphics were also topnotch for the time, greatly pleasing fans of the arcade version.

ON TARGET

These aren't perfect, but they're still a fun diversion

Area 51: A frenzied pace accompanied unpredictable attackers in this port of Namco's hit arcade shooter from the mid-'90s. Unfortunately, its 2D character sprites and prerendered backgrounds didn't make it as pretty.

Die Hard Trilogy 2: Viva Las Vegas: We loved the shooting portion in the first *Die Hard Trilogy* (the one whose title actually made sense), but this sequel loses something. It is the best of the three genres in this game, though.



Gunfighter: The Legend of Jesse James: Though it featured graphics straight out of the 1800s—and was just *way* too hard—Ubi Soft made it generally fun to be one of American history's most infamous mass murderers.

Time Crisis: Project Titan: The same gameplay that made the original *Time Crisis* so special may have been present in this game, but *Project Titan* just didn't pull things off quite as well.

THE MISSES

Mostly crap—but hey, you're still shooting stuff

Crypt Killer

Judge Dredd

Lethal Enforcers I & II

Maximum Force

Project: Horned Owl

Revolution X

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GAME	PUBLISHER	RELEASE DATE
King of the Coliseum	bam! entertainment	9/3/02
Blade 2	Activision	9/5/02
Pac Man Fever	Namco	9/5/02
The Thing	Universal Interactive	9/6/02
Antz Extreme Racing	Empire Interactive	9/6/02
Riding Spirits	bam! entertainment	9/7/02
Egg Mania	Kemco	9/12/02
Armored Core 3	Tommo	9/13/02
Dual Hearts	Atlus	9/13/02
Gundam: Federation vs. Zeon	Bandai America	9/13/02
Kengo 2	Crave Entertainment	9/17/02
Sly Cooper and the Thievius Raccoonus	Sony	9/17/02
Dynasty Tactics	Koei	9/17/02
Grandia Xtreme	Enix	9/17/02
Dune	DreamCatcher Interactive	9/18/02
Rocket Power: Beach Bandits	THQ	9/18/02
Terminator: Dawn of Fate	Infogrames	9/19/02
Hitman 2: Silent Assasin	Eidos	9/19/02
Myst III: Exile	Ubi Soft	9/19/02
Ninja Assault with Guncon	Namco	9/19/02
Kingdom Hearts	Electronic Arts	9/20/02
Gungrave	Sega	9/20/02
Sega Soccer Slam	Sega	9/20/02
Summoner 2	THQ	9/20/02
NHL Hitz 20-03	Midway Games, Inc.	9/20/02
Dino Stalker	Capcom	9/21/02
Kelly Slater's Pro Surfer	Activision	9/21/02
Disney Golf	Electronic Arts	9/21/02
Robotech Battlecry	TDK Mediactive	9/25/02

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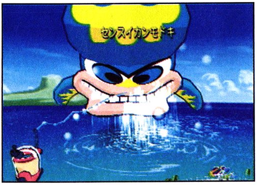
Space Fishermen
Sony CEI, PS2



Fishing games used to have an awful reputation. Even the hardcore, "must-collect-every-game-ever" type avoided these titles, leaving them to diehard fishing fans, rednecks and your father to buy. But then Sega's arcade and Dreamcast fishing games introduced an innovative new element to proceedings: fun. Now, Sony's set to take fishing games to a whole new level, removing the realistic graphics, rubber boots and old men. And, er, planet Earth, too. Confused? You should be. Any game called *Space Fishermen* has at once both a self-explanatory title (you fish in space!) and a title needing explanation (how the hell do you fish in space?). Freed from the restrictions of that nasty little thing called reality, SCEI has gone wild. Space fishermen wield weirdo lightning-tractor-beam fishing rods, and they need them to battle the massive, colorful and cel-shaded "fish" that apparently populate the waters of space. The interesting twist here is that the game uses the Dual Shock's analog function to the fullest, allowing precise movements and jerks to control your rod and to reel in giant space fish with designs inspired by *Ren & Stimpy* cartoons. There's also a complex system of lures (based on what space fish you capture) and a hokey quest to be the best space fisherman ever. But, at the end of the day, it's still fishing. Cel-shaded, futuristic, lightning-rod fishing, sure, but fishing nonetheless. Credit Sony for making it look vaguely fun, but…it's still fishing. If you like that sort of thing, the game is due out in October in Japan—and probably never in America.

GAMES THAT NEED A SPACE THEME

ARMY MEN: Space may be generic, but it's 10 times more innovative than any of the other *Army Men* concepts spat out by 3DO recently.

MADDEN 2014: Just think about what the physics of a game played on the moon could do to the crunching hits of the NFL—hit the quarterback hard enough and he might never come back.

GRAN TURISMO CONCEPT: TOKYO-MOON: Are we the only ones who desperately want to tool around the Lacus Somniorum in a lunar rover? Anyone? Bueller? Bueller?

TETRIS: Now this is a killer idea! How about we update *Tetris* by setting it on lots of different planets with absolutely no effect on gameplay whatsoever, and we can call it *Tetris Worlds*, and...oh, wait a minute.

TOP TRAX

EA changes the way game music is done

As pop music started to infiltrate games, you'd often get popular retreads steaming out of your gaming speakers. But EA Trax, the newest label by the EA empire, has something different in mind for its games. Now, instead of reusing old tunes for games, EA Trax will have the hottest artists around create brand-new songs—exclusively for EA.

Bon Jovi serves as a prime example of what Trax is hoping to accomplish. The New Jersey band will headline the opening-night NFL festivities at a New York City concert, and its newest track will also appear in *Madden NFL 2003*—which EA Trax will release a full two months before the album hits. The parameters are certainly changing, and this is proof.

We've also heard a sample of a tune by Electra recording star Fabolous, which will appear in *NBA Live 2003*. Even cooler, Electra is timing Fabolous' next album release to coincide with *Live*'s launch. Not bad.

We also know that rap legend Snoop Dogg (he is a legend after all these years, right?) has put together a track for *Live 2003*, about the game itself. Apparently Snoop has been dying to get involved with EA, and he wrote a song about the game to seal the deal.

Other confirmations include Saliva (*Tiger Woods 2003*), Queens of the Stone Age (*NHL 2003*), Uncle Kracker (*Need for Speed: Hot Pursuit 2*), Nappy Roots, P.O.D. and Papa Roach.

"EA Trax recognizes that gamers are listening and that audio is an important part of the experience," says Steve Schnur, worldwide executive of music for Electronic Arts, who worked at MTV in the '80s. "Music labels now see games as an important channel for promotion and distribution. We've allowed our games to become a major promotion and distribution channel for introducing new artists and debuting new music from established acts."

"Finally, I'm in the game."
—Snoop Dogg, pleased by his involvement with NBA Live 2003

FOUR PLAY

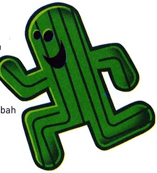
Don't have the cash to pull down a network adapter, but you've already got a multitap (poor foresight on your part, if you ask us!)? Well, there's more than a handful of four-player games that will keep your minigaming community alive! Even if it does mean you all have to live on the same block. Here are nine of our favorite games that allow four or more players, from sports to violence to racing. You won't miss a thing (though you'll have to fake your way through the lunchroom conversation about *SOCOM*)!

	Title	The Game	The Pros	The Cons
	TimeSplitters Eidos	You run around putting caps in people's polygonal asses from all manner of historical eras.	Why kill nobodies when you can put slugholes in three of your neighbors? A great multiplayer game.	When you play four-way, your piece of the screen is quartered. Tough to see on a 19-inch television.
	ATV Offroad Fury Sony CEA	Riding around on four-wheelers *is* all it's cracked up to be. Especially with control like this.	Throw down a five-spot against three close friends and rake in $20 when the race concludes.	With all that's going on, the graphics take a serious downturn. It's pretty much you and three other bikes.
	Twisted Metal: Black Sony CEA	Car battle at its PS2 peak. Pick a car, grab some weapons, and literally blow the doors off everyone else.	Car carnage is a brilliant way to get back at your friend for kissing the girl you like. Take him down!	With missiles screaming and environmental weapons going off, there's a lot you *won't* see because of the split screen.
	Gauntlet: Dark Legacy Midway	You run around in medieval times hacking and slashing away at all kinds of grotesque monsters.	Since this game's co-op, you can get someone's back for a change without stabbing him in it.	Running around with three weapon-swinging friends is harder to see than you'll want it to be.
	NHL Hitz 20-02 Sega Sports	Three-on-three hockey the way video-game hockey was intended: fast, smooth and full of action.	Six can play at this game, so you can play three-on-three to see which trio is buying the pizza!	With a game this wide open, there aren't really any cons. Unless you have puck-hogging teammates, that is.
	Hot Shots Golf 3 Sony CEA	Golf is a great gaming experience, if you have patience. *Hot Shots* even appeals to the impatient.	This game was made for a multiplayer experience. Trash-talking is never this fun.	There are taunt buttons, and if you've got etiquette-less mates, you'll have to hear them over and over and over.
	WWF SmackDown! Just Bring It THQ	Before they got the "F" out, there was *Just Bring It*, a great rasslin' game with easy-to-learn controls.	Wrestling the CPU is boring, but throw in a few close friends and the tag-team matches get nasty.	It's often hard to figure out who you're about to attack, so your partner might take a fist to the mouth at any time.
	Sega Sports Tennis Sega	*Tennis* is an absolute hoot, though it does lack star power. No matter, this will please even passive fans.	A doubles match in *Tennis* seems pleasant enough, but it'll turn feisty in a hurry. Scary.	The only drawback here is that you can't play those sweet minigames in multiplayer. Bummer.
	2002 FIFA World Cup EA Sports	The World Cup blew up here in the U.S. when our team did well. This game's a perfect complement.	Playing four on the same team gives you full control—to yell at your non-passing mates.	The pitch is huge, and your teammate will often pass to himself, leaving you out of the scoring equation. Sucky.

P.S.A.T.

(PlayStation Aptitude Test)

1. Who of the following is not a boss character in *Kingdom Hearts*?
a. Captain Hook
b. Oogie Boogie
c. Scar the Lion
d. Kurt Zisa



2. Where can you spot a cactuar in *Kingdom Hearts*?
a. In Traverse Town
b. On Destiny Island
c. In the deserts of Agrabah
d. On the Gummi Ship garage

3. Where did biker Mat Hoffman grow up?
a. Oklahoma City, OK
b. Edmond, OK
c. Sacramento, CA
d. San Diego, CA

4. Ty : Tasmanian Tiger :: Ratchet : ________
a. Wombat
b. Lombax
c. Wombax
d. Lambadax

5. Who is the "bad guy" in *Dynasty Tactics*?
a. Liu Bei
b. Cao Cao
c. Sun Ce
d. Sun Quan

6. In the *Tekken* storyline, Heihachi : Kazuya :: Nina : ________
a. Jin
b. Steve
c. Eddie
d. Julia

7. In which of these ways can you not play *Dino Stalker*?
a. Guncon2 only
b. Guncon only
c. Dual Shock only
d. Guncon2 in one hand, Dual Shock in the other

8. *X-Men: Next Dimension* serves as a sequel to what storyline from the comics?
a. "God Loves, Man Kills"
b. "Operation: Zero Tolerance"
c. "The Age of Apocalypse"
d. "The Dark Phoenix Saga"

9. Which of these games is based on a manga comic-book series of the same name?
a. *Vexx*
b. *JoJo's Bizarre Adventure*
c. *Haven: Call of the King*
d. *BloodRayne*

10. Who is the second playable character in *Tomb Raider: The Angel of Darkness*?
a. Trent Curtis
b. Kurtis Trent
c. Curtis Trent
d. Trent Kurtis

Answers:
1. c; **2.** d; **3.** b; **4.** b; **5.** b; **6.** b;
7. b; **8.** b; **9.** b; **10.** b

Clish MacLaver's

GOSSIP GOSSIP

Gossip, rumor and scandal. Gaming's biggest secrets dug up and served with gravy.

There's way more gossip on upcoming games at the moment than I can possibly squeeze into this space this month. I've tried to give the juicy stuff, but I threw some tidbits and goodies into "Bits and Bobs" for you. For more up-to-date info, check our Web site, www.gamers.com, regularly for more goodies.

LEGACY OF KAIN: BLOOD SOUL OMEN REAVER, ER, 4?

A lengthy lunch with one of my favorite contacts this month revealed some juicy gossip from the Crystal Dynamics camp. After confusing us all with the concurrent (but awesome) *Soul Reaver* and *Blood Omen* storylines, I've now learned that the next game will consolidate the two, probably returning the whole thing back under the *Legacy of Kain* banner. How will this work? Apparently, the game will have two interweaving stories that feature the antics of both Raziel and Kain. Don't expect to hear any official news on it for quite a long while, though. My sources indicate it as a game for 2004.

> **"...the game will have two interweaving stories that feature the antics of both Raziel and Kain."**

FIGHTER COMMAND LIVES!

For those of you who were no doubt disappointed to hear about *Medal of Honor: Fighter Command*'s cancellation two issues ago, here's some cool news. Peter Hirschmann, former DreamWorks founder and producer of the *Medal of Honor* series (including *Fighter Command*), is now working with LucasArts on its upcoming WWII-based flight game for the PS2. What's cool is that he's now teamed with acclaimed designer Lawrence Holland, well-known for his work on the LucasArts PC series' *X-Wing*, *TIE Fighter* and WWII flight game *Secret Weapons of the Luftwaffe*. Sounds like a surefire recipe for success to us. We can't wait to see this one.

AMERICA'S ARMY

You've probably heard of this PC game, as it's been getting an incredible amount of hype lately. It's the first-person shooter developed by the U.S. Army to train gamers with real-life Army tactics. Well, my civilian sources indicate that the Army is keen to enlist even more gamers into its interactive indoctrination, and the PS2 is the next vehicle for them to do so. Look for a version of the game on the Sony platform before the end of next year. It's not clear yet how it will be distributed on the Sony platform, as it's a totally free game on PC. I'll keep you posted on any intel I get on this.

NEW CAPCOM FIGHTER

Capcom is working on a new installment in its *Vs.* series for the PS2-compatible System 246 arcade board. While it's not yet known who the combatants will be, it seems likely that this title will be entirely in 3D (otherwise Capcom would have more than likely used Sega's Naomi hardware again, as it's better at 2D than the Sony board). Could it be *Capcom vs. SNK 3*? *Marvel vs. Capcom 3*? *Capcom vs. Marvel vs. SNK*? Oh, and for those who are digging this month's *Mobile Suit Gundam: Federation vs. Zeon*, guess what? Capcom is working on a follow-up for Bandai as we speak.

MMMORPG

Marvel Massively Multiplayer Online RPG. Cool! Sources say that Verant is in negotiations with Marvel to get the rights for the entire Marvel universe so they can give it the full treatment, *Star Wars Galaxies* style. Oh dear, I think c.bake soiled himself.

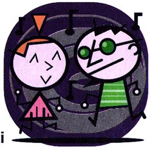
BITS AND BOBS

For anyone who remembers our story about *Outcast II* coming to the PS2 a while back and those stunning first screens that accompanied it, perhaps you should forget them. According to sources in Europe, Appeal, the game's developer, has gone under. • Like Mark Cerny said last month, if you thought this year had a lot of platformers, just wait until 2003. Not to be outdone by Crystal D's Gex (which I've now heard may have been canned), Argonaut's little platform star Croc is primed to make a comeback of his own. • Namco is working on a new game called *Dragon Chronicle*. Could this be a sequel to *Dragon Valor*? It's likely, as Namco has classified the game as an "action/RPG." • *G-Surfers*, the futuristic *WipeOut*-style game that we previewed ages ago, is finally getting a U.S. release, thanks to Majesco.

E-MAIL ME!

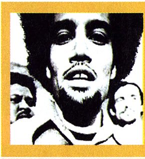
Got some good gaming gossip? Or anything you want to say to me? If you hear anything juicy or get your hands on some cool screens or pictures, send me an e-mail at the following address: clish_maclaver@ziffdavis.com Look out for me on AIM, too—my buddy name is OPMClish.

SOUND STATION



By John Scalzi

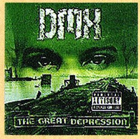
This month's offerings come courtesy of *Kelly Slater's Pro Surfer* (Ben Harper, Pearl Jam, Perry Farrell) and *Street Hoops* (DMX, Talib Kweli).



Ben Harper: *The Will to Live*

The first time I heard "Mama's Trippin'," I figured Ben Harper was trying to stand in for Lenny Kravitz, which is mildly ironic since Kravitz built his career aping *his* betters. But I was wrong. On *Will*, Harper grooves out track after track of pleasant, slightly electrified folk, with an occasional spike of real feeling, like on the spooky "Widow of a Living Man" or the lovingly testy "Roses From My Friends." I'd be happier if Harper picked up the pace more often, but then I suppose he would sound more like Kravitz. One's enough.

Final Score ●●●◖



DMX: *The Great Depression*

Awwwww. In the middle of *Great Depression*, which is your typical slab of gloomy, heavy rap, DMX drops "I Miss You," a heartfelt ballad to his now-deceased grandma, which praises her for helping to bring him up right. Of course, elsewhere in the CD, DMX brags about his fat wads of cash, simulates a killing, and details skanky sex with a nasty ho. But if you're going to go that route, at least do it with style; and DMX does, dropping his flat, deep, end-of-the-universe voice into solid, grinding beats and songs. It's the usual gangsta crap—plus real talent.

Final Score ●●●◖

Pearl Jam: *Vs.*

Eddie Vedder is like a bruise in human form: so sensitive, so pained, so ready to leap back when touched. *Vs.* is probably Vedder's best expression of his burst-capillary worldview; surrounded by Pearl Jam's masterful crunchy swirl of sound, Vedder holds forth like a man who is confused and angry, yet would never ever lash out physically. When it works, it's friggin' brilliant, like on "Daughter," "Rearviewmirror" and in "Elderly Woman Behind the Counter." Eventually, though, it makes you wonder if Vedder was hugged enough as a child.

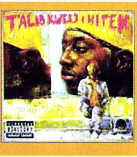
Final Score ●●●●

PERRY FARRELL • SONG YET TO BE SUNG

Perry Farrell: *Song Yet to Be Sung*

Perry Farrell's been a professional freak for so long, he probably lists it as his occupation on his 1040. *Song* continues his freakiness with admirable determination. In the place of the serrated sounds of Porno for Pyros, Farrell drops in some drum 'n' bass and spacey ambient synth. But Perry's trademark will always be his keening, adenoidal singing of lyrics which, when good, are very good, but which, when bad, are like excerpts from a high-school juice-bar poetry slam. For me, there's more of the former than the latter, but your mileage may vary.

Final Score ●●●◖



Talib Kweli & Hi Tek: *Reflection Eternal*

This album is pretty well summed up by a comment my wife made while I was listening to it: "You know," she said, "this album would be pretty good if it weren't for the idiot rapping on top of it." She's right; Talib Kweli and Hi Tek have excellent taste in sounds and samples, but the rapping, for the most part, is forced and lame. The sounds and the speaking finally connect in "For Women," which is an artful and vivid depiction of the lives of different women, but it's the last track on the album, and it's too little, too late.

Final Score ●●

John Scalzi has been reviewing music since Lenny Kravitz was known as Romeo Blue. If you go visit his www.indiecrit.com site, you'll find reviews of great new independent music. If you don't go visit IndieCrit, you could get a zit the size of a Ford Explorer on your forehead. Why take that chance?

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www.shawnimals.com
Long-time readers of our sister mag *EGM* will remember former editor Shawn Smith. Want to know what he's been up to since heading back to school? Check out this site full of one-of-a-kind, huggable artwork. Just try to resist the Shawnimals. You can't. You know you can't.

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Commercialism meets art in the most intriguing way. This site takes legitimate E-mail spam, converts it to voice via a text-to-speech program, and sets it to a seductive beat. Give it a listen and you will understand.

www.cs-hacks.tk
Still think there's a way to revive Aeris? Think Zoe's gonna leave her husband for you? Think you can land on that "ghost island" in *GTA3*? Then you definitely need to visit this site.

www.gamingtarget.com
A nicely done gaming site with weekly release updates, previews, reviews and news for all systems—even Dreamcast!

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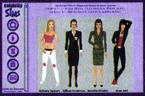
Want more info on the Navy SEALs? Head over to this site and surf to your heart's content.

www.purportal.com
So you just got a forwarded E-mail from your shut-in Aunt Griselda, who's just discovered the Internet. But before you pass along that all-important info about the new Internet tax or the donation to the United way, you can participate in *just for forwarding an E-mail*, please, *please* check this site. Especially if you plan on forwarding them to us.

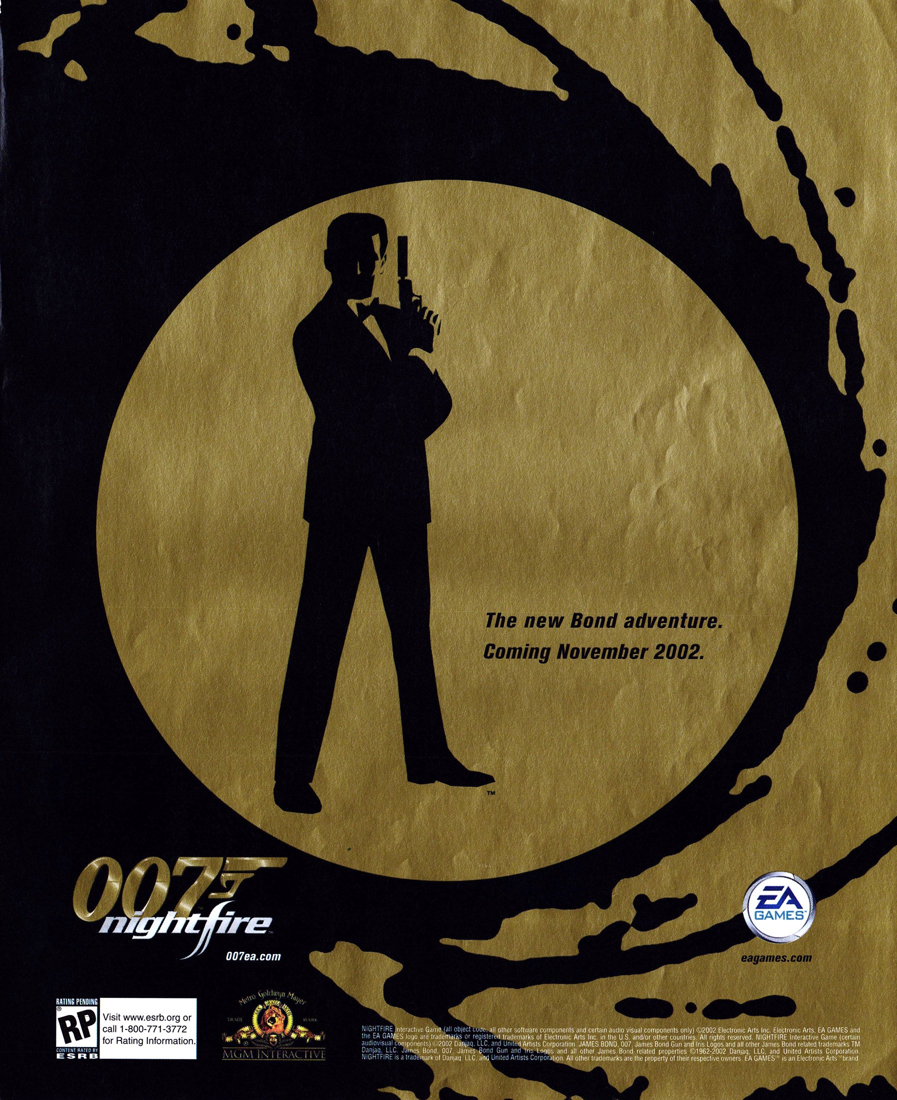
www.thememoryhole.org
If any of this information is true—and we see no reason to believe the site isn't just what it claims to be: a rescuer of lost documents—then we need to find a quiet corner and whimper for a while. Read it and you'll understand.

www.typeorganism.com
This very well may be the single coolest Web site ever created. We're not being facetious or ironic; there's just so much rad stuff on this site that we can't even begin to describe it. Go there, now—and enjoy.

www.memepool.com
The perfect site if you need to put in some quality surfing time, get your brain jump-started, recoil in disgust, or fill up a Bookmarks section on a slow month.



www.celebritysims.com
We're pretty sure you won't be able to download new skins for the PS2 version of *The Sims*, but if you have the PC version, go here to get your new-skin fix. (You'll have to pay for it, though.)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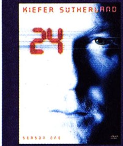
DVD REVIEWS

by John Scalzi



STARRING:
(Kiefer Sutherland, Dennis Haysbert)

24: SEASON 1

Sure, lots of television series have murder, betrayal, exploding planes, kidnapped daughters, severed fingers and presidential politics, but how many of them have them all at once? *24* gained notoriety for being in "real time"—i.e., an hour on TV corresponded to a real hour, so the entire show takes up a single day. This is an idea that could have fallen flat on its tuckus, but there's just so much going on that the series carries forward on its own crazy momentum. And it brought back Kiefer Sutherland from obscurity, so that's not bad, either. This set has every episode of the season, plus an alternate season ending, an intro by Sutherland, and a teaser for Season 2.

Movie Score ●●●◖
DVD Extras Score ●

AMADEUS DIRECTOR'S CUT

(Tom Hulce, F. Murray Abraham)

Most people think this is a film about the elixir of genius poured into a barely serviceable bottle—that is to say, the fact that a flatulating boob like Mozart (Hulce, playing goofy) made such achingly beautiful music. But it's really about the tragedy of mediocrity, here portrayed by Antonio Salieri (Abraham, who nabbed an Oscar), a fellow composer who knows just how average he is and can't stand the fact of it; Mozart is just the instrument that is used to point the fact out. But don't worry, this movie is more fun than the subject implies, and this director's cut adds a number of previously deleted scenes to drive home the movie's point. Extras included commentary from director Milos Foreman and writer Peter Shaffer and a "making-of" documentary.

Movie Score ●●●●◖
DVD Extras Score ●●●

BEST OF THE MUPPET SHOW, VOLUMES 1 AND 2

(Kermit the Frog, Miss Piggy)

The Muppet Show was the most perfect television variety show ever, and anyone who doesn't think so is 17 kinds of foolish. Any show that can shoehorn in Alice Cooper or Peter Sellers, Lena Horne or Doug Henning, and make them all work brilliantly—playing opposite ambulatory cloth, no less—is nothing less than a friggin' piece of art. Also, the Swedish Chef: Funniest. Skit. Ever. These DVDs compile three episodes each, and of the two, number two has a slightly better guest lineup (Paul Simon, Raquel Welch and the *Star Wars* cast), but either is good. Heck, buy both—they're small. No DVD extras, although for once, I don't really care.

Movie Score ●●●●
DVD Extras Score (no stars)

COUNT OF MONTE CRISTO

(Guy Caviezel, Guy Pearce)

Feeling like you're not getting enough swashbuckling in your diet? This will do the trick. Somewhat freely adapted from the novel by Dumas *pere* (the Tom Clancy of the swash-and-buckle set), this movie has swordfights, pirates, treasure maps, secret tunnels—heck, everything you come to a movie like this for. Caviezel is the good guy, Pearce is the bad guy, and don't worry too much if you don't actually care which is which. It's all about the swords, baby. Interesting DVD extras include a bio of Dumas and a number of fight choreography features along with the standard director commentary and deleted scenes.

Movie Score ●●●
DVD Extras Score ●●●◖

DEATH TO SMOOCHY

(Robin Williams, Edward Norton)

One of those movies that had "cult favorite" (i.e., horrendously unprofitable in every way) stamped on it from the very beginning. Robin Williams plays an evil, nasty clown who is booted from his TV time slot; Ed Norton plays a lovable, kind, Barney-esque clown who replaces him and who Williams therefore wants iced. You play the guy who has to decide if this black, black comedy is actually funny or a spectacular waste of an amazing cast, which also includes Catherine Keener, Jon Stewart and Danny DeVito, who also directed. DVD extras include DeVito's commentary, additional scenes, bloopers and an interactive ice show—which will make sense when you see the film.

Movie Score ●●◖
DVD Extras Score ●●●◖

GREASE: SE

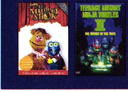
(John Travolta, Olivia Newton-John)

Don't tell my wife this, 'cause she absolutely loves this film, but I really can't stand it. Let's start with a fact that there wasn't a single "teenager" in this film who wasn't 10 years out of high school—hell, Stockard Channing, who played Rizzo, was *thirty-friggin'-four*. And also, the '50s. You think *Grease*, I think McCarthy hearings. But I'm in the minority here, so I suppose if you like singing, dancing and fake teenagers from the '70s reliving the '50s, this is as good as it's ever going to get. Also, it's worth watching to get a shock about how thin John Travolta was, once. This special edition features retrospective interviews with Travolta, Channing, Olivia Newton-John and other cast and crew, getting nostalgic about nostalgia.

Movie Score ●●●
DVD Extras Score ●●

UPCOMING DVD RELEASES

Sept. 3, 2002
Best of the Muppet Show, Vols. 1 and 2
Blade II
Friends: Season 2
Night Flyer
Teenage Mutant Ninja Turtles 2 and 3



Sept. 10, 2002
Changing Lanes
Count of Monte Cristo
Green Dragon
The Road to Wellville
The Salton Sea

Sept. 17, 2002
24: Season 1
40 Days and 40 Nights
Death to Smoochy
Grease
Monsters, Inc.
Panic Room (Superbit)

Sept. 24, 2002
A Hard Day's Night
Amadeus
John Carpenter's Vampires: Los Muertos
Murder by Numbers
One Flew Over the Cuckoo's Nest

KISSING JESSICA STEIN

(Jennifer Westfeldt, Heather Juergensen)

A woman who is fed up with men decides to hit for the other team for a while to see how she likes it. The result is a very funny romantic comedy about a newly dating couple, both of whom happen to be women, and the complications that fact causes. Any woman who's ever dated will appreciate the "Dates from Hell" bit, which features a man who describes himself as "self-defecating." Heck, that makes me not want to date men, either. Extras include commentary from Westfeldt and Juergensen (who also wrote the film), director commentary, deleted scenes and outtakes.

Movie Score ●●●●
DVD Extras Score ●●●◖

MURDER BY NUMBERS

(Sandra Bullock, Ben Chaplin)

Look out, kids—that perky Sandra Bullock gets all gritty and self-destructive in this flick, as a cop assigned to figure out a puzzling murder involving two smart but creepy teenagers. Along for the ride is Ben Chaplin as Bullock's partner, whose character's name, in what I'm sure is a shout-out to *OPM*ers everywhere, just happens to be "Sam Kennedy." This flick is actually well-put-together by the reliable director Barbet Schroeder, but apparently audiences had a tough time getting behind Bullock as anything other than cheerful. Schroeder provides a commentary track, as does the film's editor.

Movie Score ●●●◖
DVD Extras Score ●●

NEAR DARK: SE

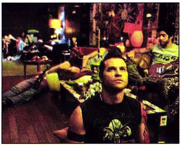
(Bill Paxton, Lance Henriksen)

See, now, this is how American vampires should be—a bunch of rednecks who sleep in a van with taped-up cardboard on the windows! Long an underground favorite, *Near Dark* is one of the most distinctive vampire flicks around, tying together long-established vampire themes with the ideals of loyalty among the low-rent undead and getting in some gnarly action scenes to boot (the bar brawl scene alone is worth the price of admission). Better and smarter than you'd expect. This two-DVD set comes with director commentary, a documentary with cast and crew interviews, a deleted-scene commentary, and the screenplay.

Movie Score ●●●●
DVD Extras Score ●●●●

THE SALTON SEA

(Val Kilmer, Vincent D'Onofrio)



Basically a walking advertisement to avoid crank in all its forms, since every speed user in this dank, grungy little film is seriously screwed up in one way or another—especially Pooh Bear (a whacked-out Vincent D'Onofrio), who has a plastic nose from too much cocaine and spends his time re-enacting the Kennedy assassination. Val Kilmer is the putative hero, a junkie who's also a stool pigeon for the cops, and he's pretty good. Bleak, funny, and in the case of Kilmer's character, just a little bit sad as well. The DVD comes with two documentaries.

Movie Score ●●●◖
DVD Extras Score ●●

Boo!

SETTING FOOT IN THE WORLD OF *MONSTERS, INC.*

Monsters, Inc. is the mirror image of another Pixar animated film, *Toy Story*. In *Toy Story*, the toys are essentially functioning, ordinary adults whose lives revolve around their relationship to children; the same is true of the monsters in *Monsters, Inc.* The difference is that while the toys love the children as much as the children are supposed to love the toys, the monsters are as frightened of the children as the children are supposed to be frightened of them. For the monsters, even getting touched by a kid's sock is call for instant (and comedically painful) decontamination.

This plot shading, luckily, doesn't tilt the story into dark or unseemly territory, not in the least because the main monster in the film, a bright-blue fuzzy ogre named Sully (John Goodman's voice) falls hard for a cute little 2-year-old, amusingly named Boo. But the conceit does allow the animators of *Monsters, Inc.* an excuse to go hog wild and create a world that simultaneously profits from the terror of children (a huge city of monsters that is powered by children's screams) yet does everything to protect the monsters from kids themselves (the decontamination teams).

It's an amazing imaginary city that gets more interesting the more time you spend in it—and that's not even to mention the design of the monsters themselves. For those, you can tell the movie makers took every monster idea they ever had and ran with them. Shrek is the computer-animated film that got the most attention last year (and to be fair, had a slightly better story than *Monsters*), but in the end, I wouldn't be surprised if *Monsters* is the one animators go back to for reference. There's more "there" there.

The excellent DVD extras bring this point home by piling on material to show off the impressive design of the film: There are a bunch of location fly-arounds, some bits on the creation of the monster world and the human's world, and a piece detailing the construction of "Monsteropolis." That's in addition to the usual pile of DVD goodies Pixar adds to all their releases, including director commentary (Pixar commentary is usually some of the most interesting), several animated short features, computer-animation documentaries, a tour of Pixar, and so on.

Monsters, Inc.
Street Date: 9/17/2002
MSRP $29.99

Movie Score ●●●●
DVD Extras Score ●●●●

TV PREMIERES

FALL PREMIERE SCHEDULE
Sick of all the reruns on TV at the moment? Is your TiVo refusing to capture anything new except *Greg the Bunny* episodes on Sunday night? Premiere dates for new and returning shows have finally been announced and can be found on www.zap2it.com. The fall premieres begin in the second half of September and keep coming until early November, when we finally get *The Simpsons*.

WEDNESDAY, SEPT. 18
8 p.m. Enterprise (UPN)
9 p.m. The Twilight Zone (UPN)

THURSDAY, SEPT. 19
8:30 p.m. Do Over (WB)

FRIDAY, SEPT. 20
8 p.m. Firefly (FOX)
8:30 p.m. Sabrina, The Teenage Witch (WB, new timeslot)
9 p.m. John Doe (FOX)

TUESDAY, SEPT. 24
8 p.m. Buffy (UPN)
9 p.m. Smallville (WB)
9 p.m. Haunted (UPN)
9 p.m. Frasier (NBC)

WEDNESDAY, SEPT. 25
8 p.m. Ed (NBC)
9 p.m. The West Wing (NBC)

THURSDAY, SEPT. 26
8 p.m. Friends (NBC)
8:30 p.m. Scrubs (NBC)
9 p.m. Will & Grace (NBC)
10 p.m. ER (NBC)

FRIDAY, SEPT. 27
8 p.m. UPN Movie Friday (UPN)
9 p.m. That Was Then (ABC)

SATURDAY, SEPT. 28
8 p.m. Touched by an Angel (CBS)

SUNDAY, SEPT. 29
7 p.m. The Wonderful World of Disney (ABC)
8 p.m. Charmed (WB, new timeslot, two hours)
9 p.m. Alias (ABC)

SUNDAY, OCT. 6
9 p.m. Angel (WB, new timeslot)

WEDNESDAY, OCT. 9
9 p.m. Birds of Prey (WB)

SUNDAY, NOV. 10
7 p.m. Futurama (FOX)
8 p.m. The Simpsons (FOX)

All times ET/PT

MEDIA MIX: FALL TV

DUNE TV SHOW

In a short item about the wrap of the *Children of Dune* miniseries shoot in Prague, *Variety* reported that the bigwigs at the Sci-Fi Channel and the Dune miniseries production are considering turning the Frank Herbert classic into a weekly series. This would be consistent with the Sci-Fi Channel's pattern of turning special events (like the *Battlestar Galactica* miniseries or the *Quantum Leap* telemovie) into "back-door" pilots for series.

300 EPISODES OF THE SIMPSONS AND COUNTING

In an interview with showbiz rag *Variety*, James L. Brooks, one of *The Simpsons*' longtime executive producers, revealed many of the guest stars who would be on board for the 14th season of the show. So who can we expect? Marisa Tomei, Blink 182, *Batman*'s Adam West and Burt Ward as (surprise, surprise) Batman and Robin, as well as Little Richard, Elliott Gould, the Rolling Stones, Tom Petty, Brian Setzer, Lenny Kravitz, Elvis Costello and everyone's favorite video-game star and pro skater, Tony Hawk. As himself, of course.

What's more, the show will mark its 300th episode this season. 300! Can you believe that?

Excited yet? You'll have to wait until Nov. 10 (the latest of the season premieres this year) before the season kicks off, so you'll just have to absorb Fox's multiple daily reruns until then. We're sure you'll survive.

Brooks was also careful to reiterate that a misquote in a British tabloid from a few months back, which had him hinting that the show would be ending soon, was a lot of hot air. "All I said was that after 13 seasons, we are probably closer to the end of (the show) than to the beginning," series creator Matt Groening said, repeating there are no plans to end the series.

The much-rumored movie adaptation of *The Simpsons* has dropped off the radar for the time being. It's currently rumored that Fox will wait until the show does indeed end before proceeding with a film.

MATT GROENING

DVD NEWS

RAIDERS ON DVD NEXT YEAR!

The *Ain't It Cool News* Web site reported a rumor that the long-awaited DVD of *Raiders of the Lost Ark* will hit stores by Christmas 2003.

BLADE 2 ALREADY

The second *Blade* movie should be in stores as you're reading this. What are you waiting for?

FRIENDS SEASON 2

The new *Friends* box set will be in stores this month. It'll put you $100 out of pocket, but that buys you 11 hours of spousal quiet time!

E.T. FOR 10 WEEKS ONLY

E.T. The Extra Terrestrial will be in stores on Oct. 22, but only for a limited time. Ten weeks later, Universal will take the DVDs off sale...so if you want it, you'll have to act reasonably quickly. If you have a calendar handy, you'll notice that 10 weeks from Oct. 22 is pretty much Christmas week. There's a limited-edition "gift set" out the same day, too. Right now we're not sure exactly what that means. Maybe it'll have a selection of junk thrown in.

GEEK DAY

In case you're not clear on the multiple versions of *Lord of the Rings: The Fellowship of the Ring*, the "special expanded edition," which is 30 minutes longer and features two extra discs, will be in stores on Nov. 12. Also on this primo geek day we'll get *Star Wars Episode II: Attack of the Clones*.

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TALK SOME TRASH
Psych out your opponent with a verbal kick to the groin. Throw some new trash their way and they'll be losin' in no time.

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Gaming is a state of mind and body. Breathe. Chant. Light incense if you have to, just keep it away from the shag.

MASTER A PLAN OF ATTACK
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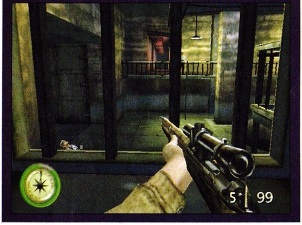
TOP 10 CHARTS

PS2 Top 10

Lots of good games are showing up on the sales charts this month, and it seems footie fever hasn't died down yet. Superb. But this is the space in the magazine where we push you to buy one of our all-time favorites: *Ico*. Do what we say and you'll love it.

	Last Month	Title / Publisher	Rating
1	3	Medal of Honor: Frontline *EA Games*	●●●●●

First-person shooters are one thing, but *Frontline* is another. Sure it's in first-person, but you're not roaming around trying to kill a bunch of dudes stuck in wacky-ass robot suits. You're in World War II, and everything feels so real that you'll actually care if you get shot and have to start from the beginning of the level. If you've beaten the game, chances are you started replaying it on a different difficulty setting. Our question: Which level is your favorite? We favor the bridge. Tell us your fave at opm@ziffdavis.com.



	Last Month	Title / Publisher	Rating
2	2	Grand Theft Auto III *Rockstar*	●●●●●
3	4	Gran Turismo 3: A-spec *Sony CEA*	●●●●●
4	1	Spider-Man *Activision*	●●●●◖

It seems like gamers are tiring of the ol' webhead. He's actually climbing down the charts. Get it? *Climbing* down the charts! His "web" of popularity is slipping. Get it? *Web* of popularity!

	Last Month	Title / Publisher	Rating
5	—	Test Drive *Atari*	●●●◖
6	—	Midnight Club *Rockstar*	●●●●
7	8	Stuntman *Atari*	●●●
8	5	ATV Offroad Fury *Sony CEA*	●●●●
9	—	FIFA 2002 *EA Sports*	●●●●
10	7	Twisted Metal: Black *Sony CEA*	●●●●●

Source: NPDFunworld TRSTS Service, June 2002. Call them at 516.625.6190 for questions about this list. No games for competing console systems (e.g., Xbox, GameCube) were included. Overall sales figures may vary. Game descriptions written by the OPM staff.

OPM's Most Wanted PS2 Games

1	GTA: Vice City	*Rockstar*
2	Contra	*Konami*
3	Shinobi	*Sega*
4	Tony Hawk 4	*Activision*
5	Sly Cooper	*Sony CEA*
6	Dark Cloud 2	*Sony CEA*
7	Star Wars: Clone Wars	*LucasArts*
8	NBA 2K3	*Sega Sports*
9	Wild Arms 3	*Sony CEA*
10	The Sims	*EA Games*

Japan's Top 10 PS2 Games

1	Suikoden III	*Konami*
2	My Summer 2	*Sony*
3	Jojo's Bizarre Adv.	*Capcom*
4	Ape Escape 2	*Sony*
5	Pro Baseball 9	*Konami*
6	Kamaitachi 2	*Chun Soft*
7	GunGrave	*Sega*
8	Pachislot Aladdin A	*Sammy*
9	Digi World 3	*Yamasa*
10	Riding Spirits	*Spike*

Top 10 Rentals

1	Stuntman (PS2)	*Atari*
2	MOH: Frontline (PS2)	*EA Games*
3	Test Drive (PS2)	*Atari*
4	NCAA Football (PS2)	*EA Sports*
5	Spider-Man (PS2)	*Activision*
6	Freekstyle (PS2)	*EA Big*
7	Men in Black II (PS2)	*Infogrames*
8	GTA3 (PS2)	*Rockstar*
9	Bruce Lee (Xbox)	*Universal*
10	NCAA Football (Xbox)	*EA Sports*

Top 10-Selling Games, All Systems

1	MOH: Frontline (PS2)	*EA Games*
2	GTA3 (PS2)	*Rockstar*
3	Gran Turismo 3 (PS2)	*Sony CEA*
4	Dragonball: Goku(GBA)	*Infogrames*
5	Spider-Man (PS2)	*Activision*
6	Morrowind (Xbox)	*Bethesda*
7	Wrestlemania X8 (NGC)	*THQ*
8	Test Drive (PS2)	*Infogrames*
9	Sup. Mario Adv. 2 (GBA)	*Nintendo*
10	Halo (Xbox)	*Microsoft*

PSone Top 10

Funny how the *Grand Theft Auto* series has slipped off the charts and has been replaced by *Lilo & Stitch*. Is the PSone becoming the center of a kinder, gentler gaming community? We sit around every day hoping that's exactly what's happened.

	Last Month	Title / Publisher	Rating
1	1	Yu-Gi-Oh: Forbidden Memories *Konami*	●◖

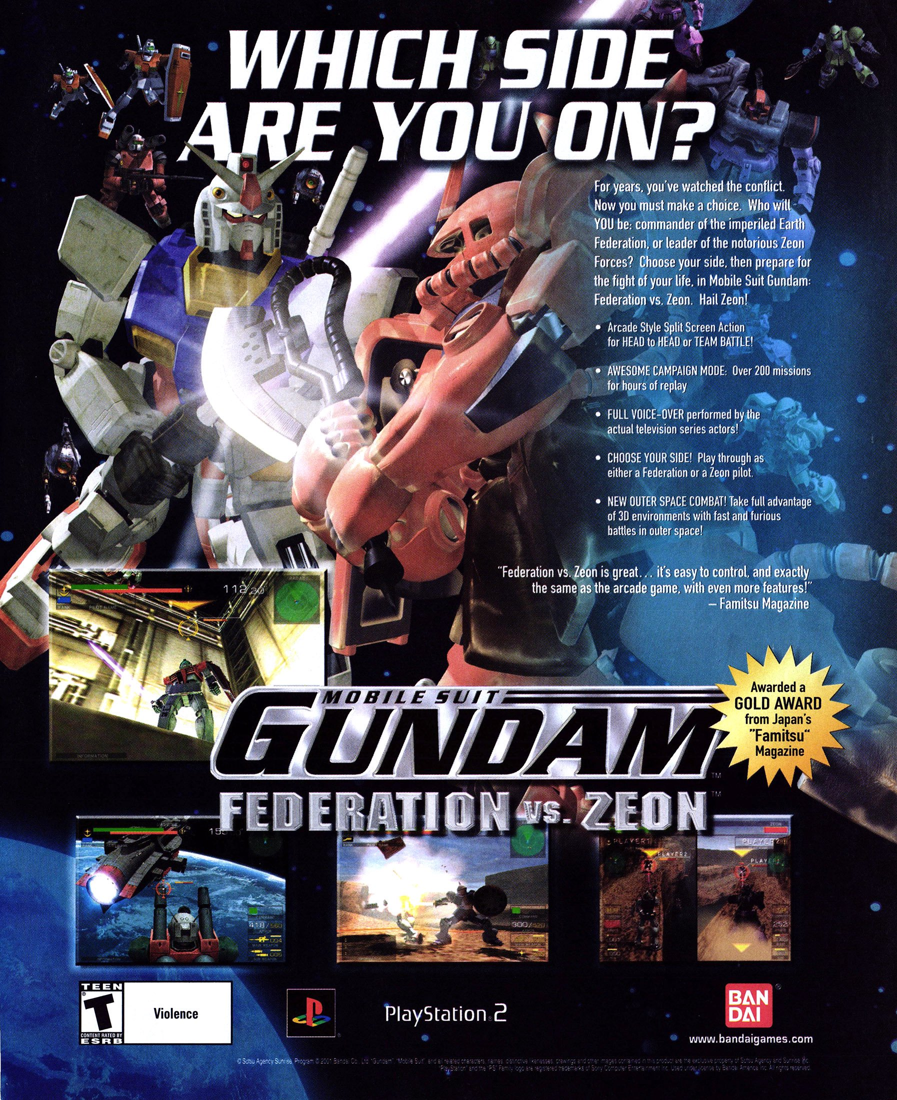
Translated, *Yu-Gi-Oh* means: twisted ankle after being whacked in the forehead with a flyswatter. But that's a loose translation. It also means: putrid acrobat with six toes and a loose Band-Aid falling off of his right ankle. See the correlation? We don't either. Point is, who cares what the title of this stinkpot stands for? It stands for pain if you're forced to play it. It's silly, and it features a character named Yugi (who's short, by the way). Might we suggest the Beastie Boys' *Paul's Boutique* CD for the same price?

	Last Month	Title / Publisher	Rating
2	2	Spider-Man *Activision*	●●●●●
3	—	Digimon World 3 *Bandai*	●●◖
4	3	Gran Turismo 2 *Sony CEA*	●●●●●
5	5	SpongeBob SquarePants *THQ*	●●
6	7	Driver 2 *Atari*	●●●●
7	—	Spyro: Year of the Dragon *Sony CEA*	●●●●●
8	4	The Italian Job *Rockstar*	●●●●●

A few months back, we deemed *The Italian Job* the last great PSone game and you've finally responded by gobbling it up. It's great, it's witty, and it's dirt cheap. Don't miss it.

	Last Month	Title / Publisher	Rating
9	—	Driver *Atari*	●●●●
10	—	Disney's Lilo & Stitch *Sony CEA*	●●●◖

Source: NPDFunworld TRSTS Service, June 2002. Call them at 516.625.6190 for questions about this list. No games for competing console systems (e.g., Xbox, GameCube) were included. Overall sales figures may vary. Game descriptions written by the OPM staff.



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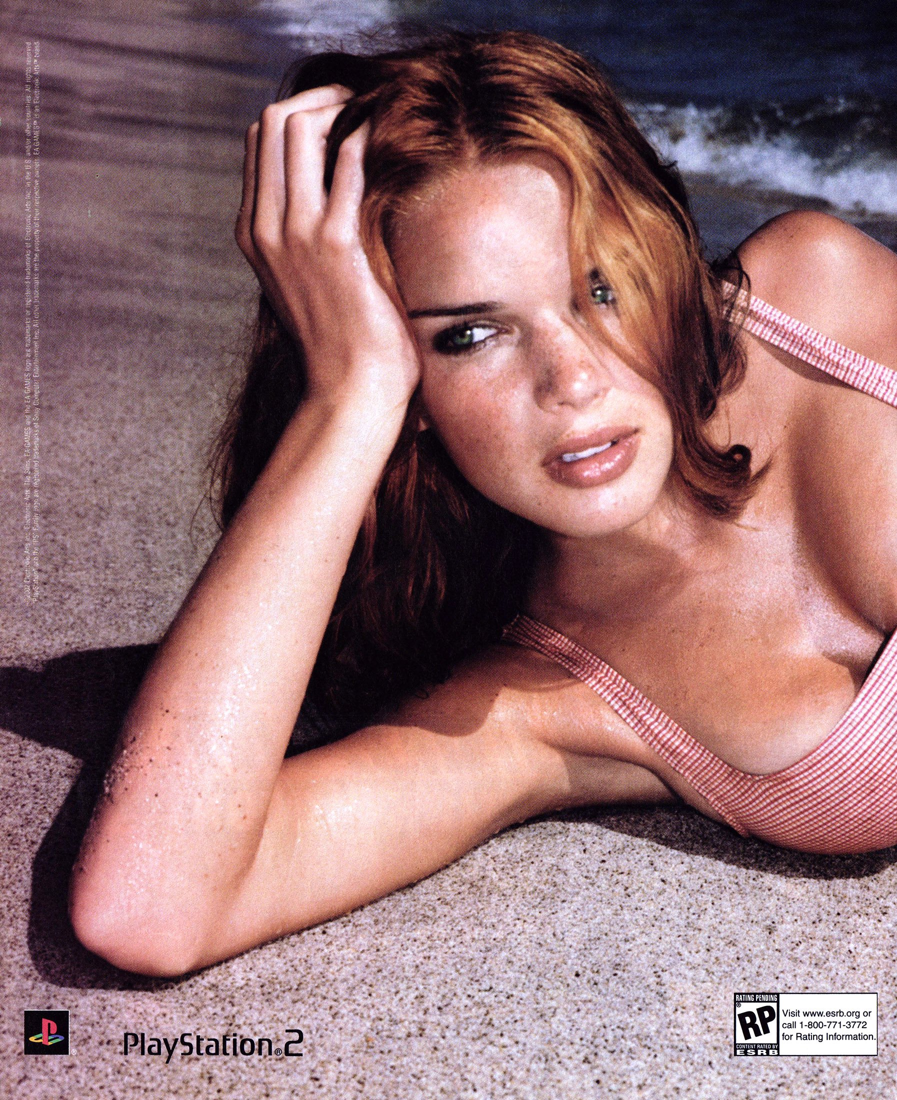

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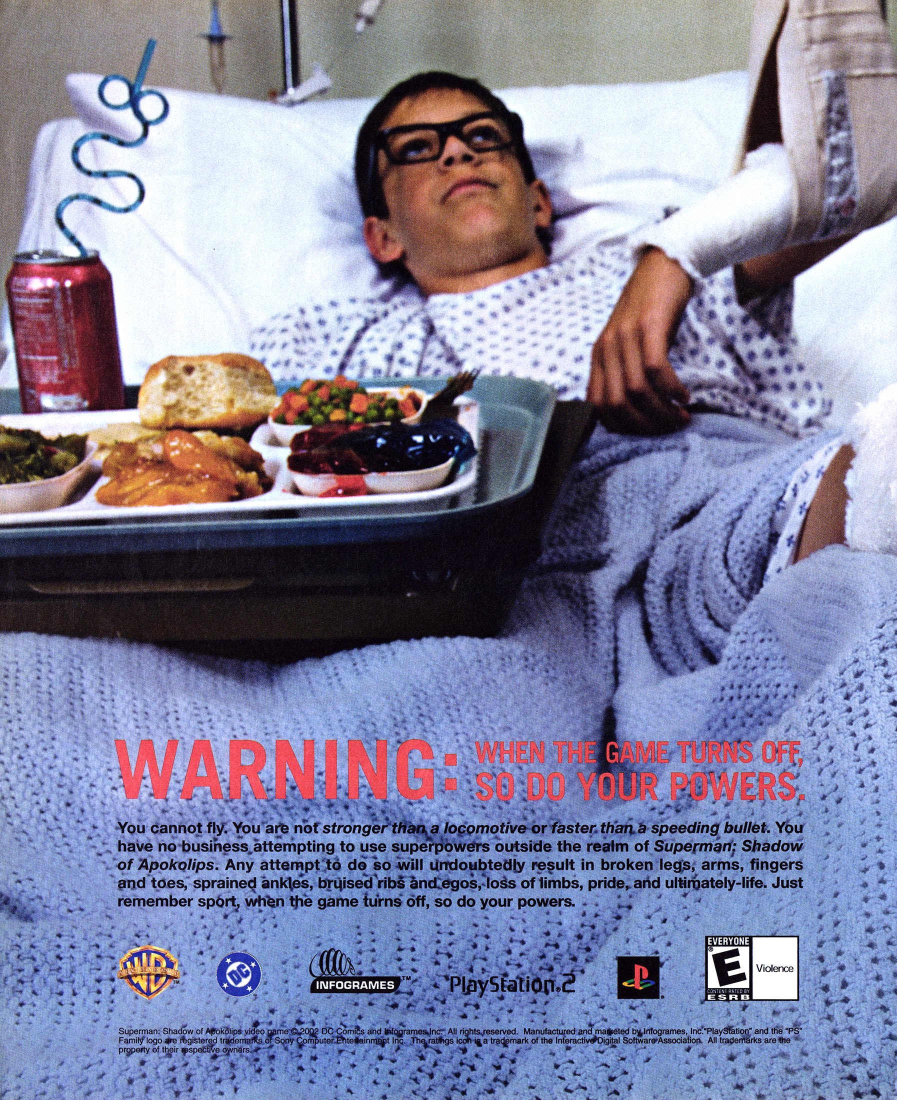

WARNING: WHEN THE GAME TURNS OFF, SO DO YOUR POWERS.

You cannot fly. You are not *stronger than a locomotive* or *faster than a speeding bullet*. You have no business attempting to use superpowers outside the realm of *Superman: Shadow of Apokolips*. Any attempt to do so will undoubtedly result in broken legs, arms, fingers and toes, sprained ankles, bruised ribs and egos, loss of limbs, pride, and ultimately-life. Just remember sport, when the game turns off, so do your powers.

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Coming Soon

PLAYSTATION 2

September

Conflict: Desert Storm	Gotham	Action
Dino Stalker	Capcom	Light Gun
Disney Golf	EA	Sports
Dual Hearts	Atlus	RPG
Dynasty Tactics	Koei	Strategy
Egg Mania	Kemco	Puzzle
Grandia Xtreme	Enix	RPG
Gundam: Fed. vs. Zeon	Bandai	Action
Hitman 2: Silent Assassin	Eidos	Adv.
Kelly Slater's Pro Surfer	Activision	X-Sports
Kingdom Hearts	Square EA	RPG
Myst III: Exile	Ubi Soft	Adv.
NASCAR Thunder 2003	EA Sports	Racing
NBA ShootOut 2003	Sony CEA	Sports
Need for Speed: HP2	EA Games	Action
NHL 2003	EA Sports	Sports
NHL Hitz 20-03	Midway	Sports
Ninja Assault	Namco	Light Gun
Pro Race Driver	Codemasters	Racing
Robotech: Battlecry	TDK	Action
Rocket Power	THQ	Action
The Scorpion King	Universal	Action
Sega Bass Fishing Duel	Sega	Sports
Sega Soccer Slam	Sega	Sports
Shox	EA Big	Racing
Sly Cooper & Thievius...	Sony CEA	Action
Summoner 2	THQ	RPG
Superman: Apokolips	Infogrames	Action
Taz: Wanted	Infogrames	Action
Tekken 4	Namco	Fighting
TimeSplitters 2	Eidos	FPS
V-Rally 3	Infogrames	Racing
Wild Arms 3	Sony CEA	RPG

October

.hack//INFECTION	Bandai	RPG
Auto Modellista	Capcom	Racing
Ballistic: Ecks Vs. Sever	Bam!	FPS
Barbie: Treasures in Time	Universal	Action
BloodRayne	Majesco	Action
Burnout 2: Point/Impact	Acclaim	Racing
Colin McRae Rally 3	Codemasters	Racing
Dragon's Lair 3D	Encore	Action
Evolution Skateboarding	Konami	X-Sports
Fighter Maker 2	Agetec	Fighting
Grand Theft Auto: VC	Rockstar	Action
Gungrave	Sega	Action
Hot Wheels: Velocity X	THQ	Racing
Legaia 2: Duel Saga	Fresh Games	RPG
Legends of Wrestling 2	Acclaim	Wrestling
Lord/Rings: Fellowship	Universal	Action
The Lost	Crave	Adv.
Moto-X	Konami	Action
NBA 2K3	Sega	Sports
NBA Live 2003	EA Sports	Sports
NHL 2K3	Sega	Sports
Red Faction II	THQ	FPS
Reign of Fire	Bam!	Action
RLH: Run Like Hell	Interplay	Action
Rugrats: Royal Ransom	THQ	Action
Silent Scope 3	Konami	Shooter
Simpsons Skateboarding	EA Games	X-Sports
Super Bust-A-Move 2	Ubi Soft	Puzzle
Tribes: Aerial Assault	Sierra	FPS
Vexx	Acclaim	Action
WWE SmackDown! SYM	THQ	Wrestling
X-Men: Next Dimension	Activision	Fighting
Yu-Gi-Oh! Duelist of Rose	Konami	Cards

November

Batman: Dark Tomorrow	Kemco	Action
BattleBots	THQ	Fighting
Contra: Shattered Soldier	Konami	Action
Defender	Midway	Action
DDRMAX: Dance Rev.	Konami	Rhythm
Freaky Flyers	Midway	Racing
Mace Griffon: BH	Crave	Action
Minority Report	Activision	Action
Mortal Kombat: DA	Midway	Fighting
NBA Ballers	Midway	Sports
RPG Maker 2	Agetec	RPG
Rygar: Legendary Adv.	Tecmo	Action
SpongeBob Squarepants	THQ	Action

PS ONE

September

Mobile Armor	Agetec	Action
NASCAR Thunder 2003	EA Sports	Racing
NBA Live 2003	EA Sports	Sports
NBA ShootOut 2003	Sony CEA	Sports
Spec Ops: Airborne	Gotham	Action

October

NBA Live 2003	EA Sports	Sports
Street Racquetball	Agetec	Sports

Future Releases

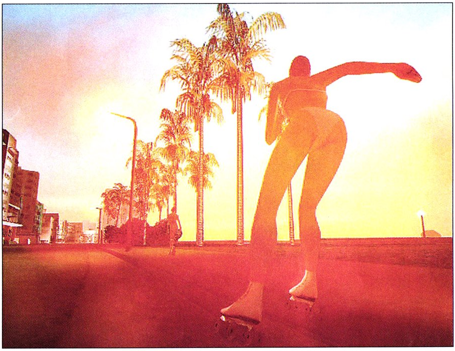
Bratz	Ubi Soft	Action
FIFA 2003	EA Sports	Sports
Harry Potter: Chamber	EA Games	Action
The Pink Panther	DreamCatcher	Action
T. Hawk's Pro Skater 4	Activision	X-Sports
Treasure Planet	Sony CEA	Action

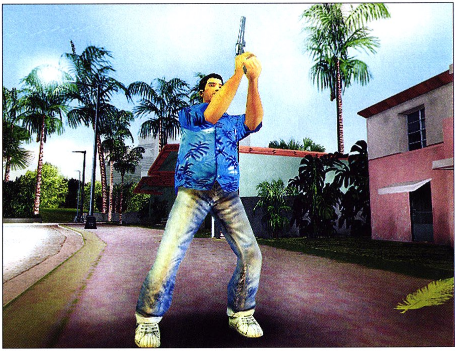
GRAND THEFT AUTO: VICE CITY

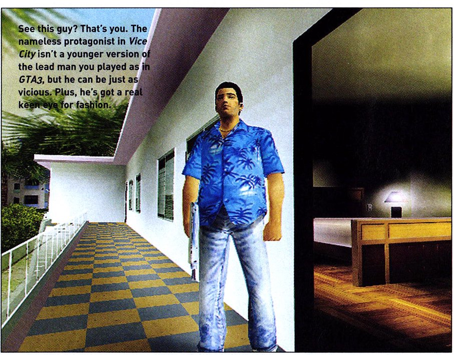
FIRST LOOK

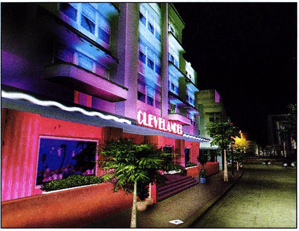
Eat your heart out, Erik Estrada

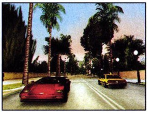
Remember the '80s? Or are you trying to forget the feathered hair, the Bugle Boy jeans and the cool red leather jackets with 16 zippers? Fat chance you'll be able to dismiss the past if you love games, since the masterminds at **Rockstar** shifted into chronological reverse for the sequel/prequel to *GTA3*. *Vice City* is everything from two decades ago, from music to movies to television to hairstyles. It's Culture Club meets Simply Red meets L.L. Cool J. It's *Scarface* meets *Carlito's Way* meets *Top Gun*. It's *Miami Vice* meets *CHiPS* meets *Knight Rider*. It's jheri curl meets big bangs meets the mullet. *Vice City* is reference-packed, it's bigger than *GTA3* (with more weapons), and you can scoot around town on a motorcycle if you feel like stealing one. But the best part of the new game? It's still *GTA*. Same art style, same wit, same brilliance. Why reinvent when a game is near-perfect? On **Oct. 22**, Rockstar will have you lining up for *Vice City* the way you did for *Thriller*.

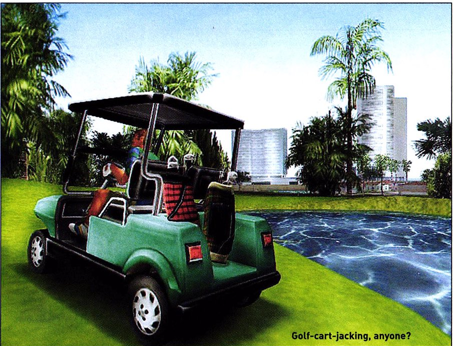





See this guy? That's you. The nameless protagonist in *Vice City* isn't a younger version of the lead man you played as in *GTA3*, but he can be just as vicious. Plus, he's got a real keen eye for fashion.





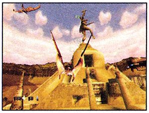

Golf-cart-jacking, anyone?

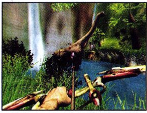
TUROK: EVOLUTION

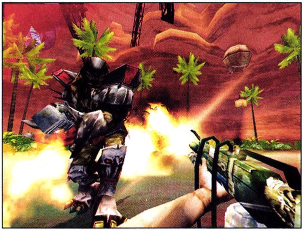
HANDS-ON PREVIEW

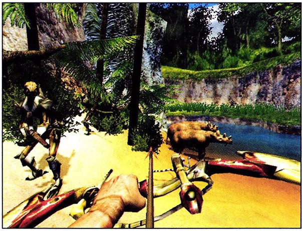
The wait to hunt dinos is over

By the time you read this, **Acclaim**'s long-anticipated first PS2 installment in the *Turok* series (it's been in the works for exactly three years now) will be upon us. And though we'd normally have a review for you, Acclaim—in typical fashion—is late on getting us review copies, so the best we can do is give you one more look from a near-final version. As you can see from the shots, it definitely impresses on the graphics front, with lush environments and incredible weaponry effects. The first-person-shooter gameplay is solid so far, though a lot of the massive weapons seem more gimmicky than actually useful. The flying amuses us, too.









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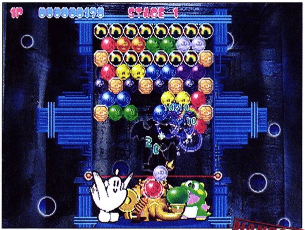
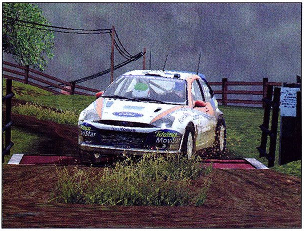
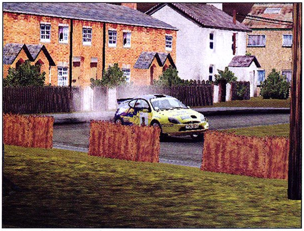


HANDS-ON PREVIEW

Super Bust-A-Move 2

You'd think that after playing virtually the same bubble-busting action over and over, gamers would begin to tire of **Taito**'s *Bust-A-Move* series. Apparently not. This latest installment from **Ubi Soft**, due in **November**, improves on last year's game with a Level Edit mode and a Chain Reaction mode that re-creates the excitement of *Bust-A-Move 4* for the PSone. There are also some flashy firework effects now that, unfortunately, often cause some slowdown in our preview version.





Colin McRae Rally 3

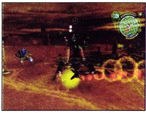
Fans of this increasingly popular sport will be pleased that the finest driver on the circuit will finally strut his stuff on PS2 this **November.** Who's Colin McRae? Only the hardest of hardcore drivers the sport has ever seen. This is a man who considered having a sprained finger *amputated* because it was interfering with his driving. You think you're hardcore? You're not even close. **Codemasters'** previous *CMR* on PSone was an absolute joy to drive, so we have high hopes.

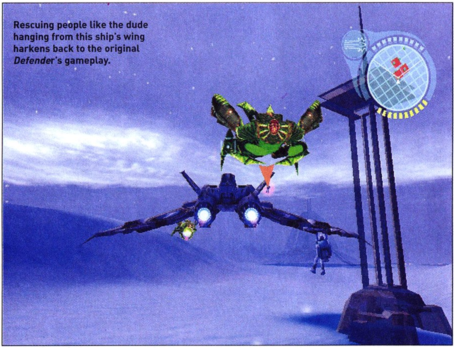
DEFENDER

HANDS-ON PREVIEW

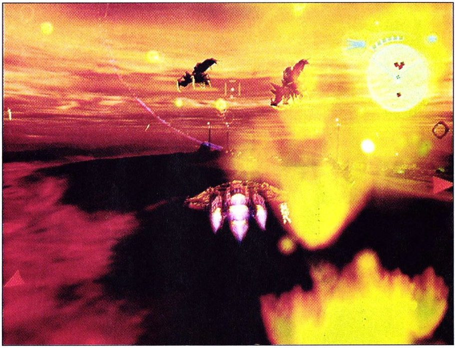
Sticking to its roots

Even though **Midway** released an unbelievable remake of its '80s classic *Spy Hunter* last year, we still had a few doubts when we heard the company had tapped **Seven Studios** (*Legion: The Legend of Excalibur*) to develop a 2002 version of an even older arcade classic. But if the first two levels are any indication, they've succeeded with a fun 3D shooter that does an admirable job (maybe *too* admirable at times) of sticking to its roots. With several ships to choose from, each equipped either to favor speed or armor (the Defender is the most well-balanced, as you might suspect), your varying mission objectives seem to cling to the two most important elements of the '82 classic's gameplay: blowing the crap out of enemies and rescuing people. But can *Defender* overthrow *Spy Hunter* as the best remake ever? We'll know in **October**.

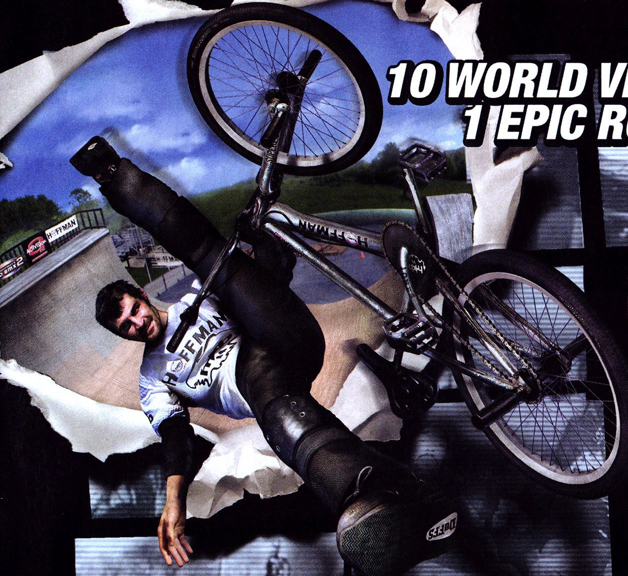




Rescuing people like the dude hanging from this ship's wing harkens back to the original *Defender*'s gameplay.



10 WORLD VERT TITLES.
1 EPIC ROAD TRIP.


HOFFMAN
ACTIVISION O2
bmx 2
HOFFMAN

Score
0
Best Score
2,230
COMBO X1.5
70
One Hander Tomahawk

Crank out huge airs like 10-time World Vert Champ Mat Hoffman.

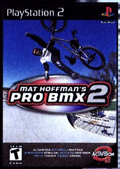
Score
0
Best Score
62,030
COMBO X3.0
1,132
Switch Footed Mega Spin
Rest Peg Stand

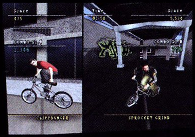
The only BMX game to offer flatland tricks.

BMX WILL NEVER BE THE SAME...

Jump on the bus with **Mat Hoffman** and ten other top pros for the **ultimate BMX blowout** through eight U.S. cities. Pull hundreds of tricks and combos using the new **Trick Tweaking System** or keep it on the ground with **the only BMX game that offers flatland moves.** Unlock **behind-the-scenes video footage** from Mat's actual road trip and then snap shots of your best tricks for your own **photo scrapbook.** One day on this road trip and you'll know why BMX will never be the same.

MAT HOFFMAN'S PRO BMX 2


PlayStation 2
MAT HOFFMAN'S PRO BMX 2
ACTIVISION O2


Score
475
Score
COMBO
CLIFFHANGER
SPROCKET GRIND

Force your opponent off the screen in the O2 exclusive PUSH mode.

PRODUCTS RANGE FROM EVERYONE TO TEEN
E-T
CONTENT RATED BY ESRB

PlayStation 2 XBOX GAMECUBE GAME BOY ADVANCE Gratuitous Games rainbow STUDIOS HotGen

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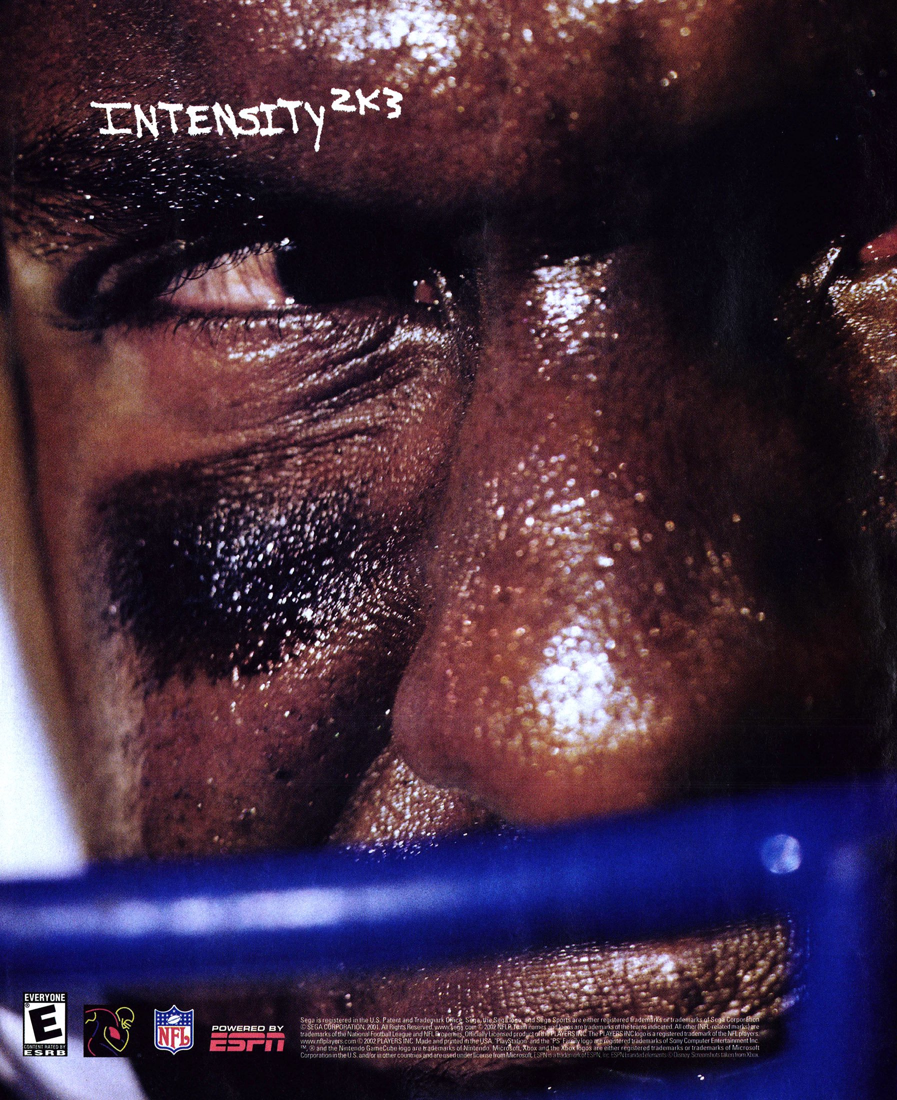
ACTIVISION O2
SPORTS REVOLUTION
ACTIVISIONO2.COM



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NFL 2K3

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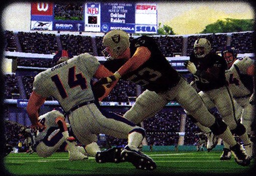

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XBOX

PlayStation 2

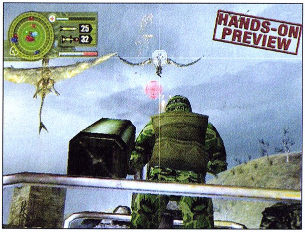
SEGA SPORTS

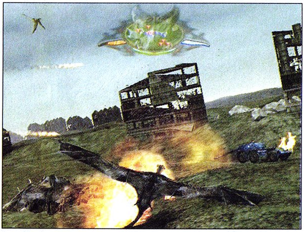
segasports.com

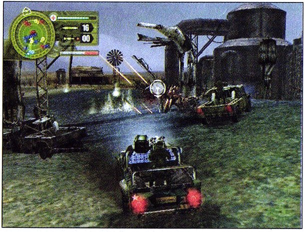
REIGN OF FIRE

We hope it's better than the movie!

The old adage that good movies yield bad video games is usually true. So, in the case of *Reign of Fire*, we're hoping for the opposite—that a really bad flick makes for a cool game. Having played a little bit of **Bam!**'s upcoming release, there seems to be hope. The physics might be a bit off at this point, as you fight against the dragons in a souped-up jeep (running into a wall sends you straight back 10 yards, for example), but it's still fun to blast away at the aerial menaces (even some "baby" ground-based ones that didn't make the movie) with different types of weapons. However, the controls of our early version could use some fine-tuning, especially when you play as the dragon, throwing flames down upon humanity (a little imprecise but still amusing). If developer **Kuju** can perfect things by **November**, this one could be a sleeper hit.







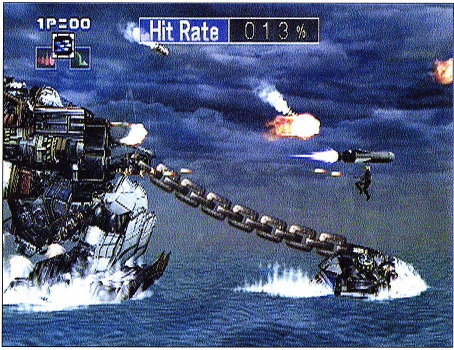
CONTRA: SHATTERED SOLDIER

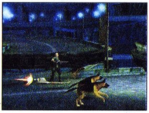
HANDS-ON PREVIEW

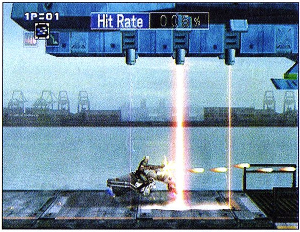
All the right ingredients

If someone were to put together a recipe for what makes a good *Contra* game, *Shattered Soldier* would follow it to a tee. Everything that we've liked about the previous installments to the series seems apparent in the most recent version of the game. It's got that great adrenaline-packed feeling about it, fueled by lots of firepower and another hardcore, guitar-heavy soundtrack. Then there are the bosses, who range from big to bigger, and each is quite a spectacle in itself. Even the ludicrous scenarios, like shooting down missiles—while hanging from a flying missile—are present here.

The game's difficulty especially reminds us of older *Contra* titles. It's very challenging, but it's *Contra* challenging—meaning you're going to have to play levels over and over until you learn where to position yourself, plus figure out the intricacies of each enemy and how to take it out. We quite like the challenge, and just hope that **Konami** doesn't tone it down too much come **November**.







Charging Up

One of the cool new aspects of *Shattered Soldier* is that the game allows you to charge up your gun in a manner similar to *Mega Man* and deliver a special super attack. Each of your weapons has a special such assault equipped with it. For example, a charged-up machine gun shoots out a small orb that spins around and sprays bullets. Or, a flamethrower blasts out a super shotgun attack of sorts. These super moves definitely come in handy against the game's many large bosses.

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EVERYONE
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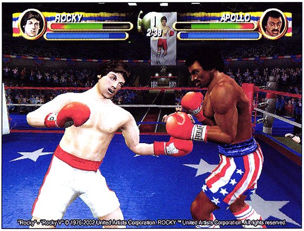
CONTENT RATED BY ESRB
Violence



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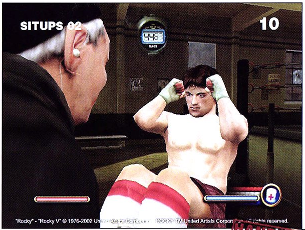

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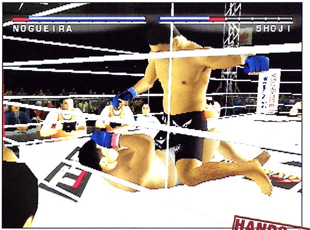
HANDS-ON PREVIEW

Rocky

After some gloves-on time with **Ubi Soft**'s *Rocky*, we're pleased to report that it's turning out to be a very solid boxer, with the potential to please both hardcore pugilists and casual brawlers. The action is quick and accessible, and the graphics are pretty sharp. Best yet, this **November** fist-fest is packed with all your favorite Rocky characters, including Apollo Creed, Clubber Lang, Ivan Drago and Tommy Gunn. It reminds us of Victorious *Boxers*, but with a cool license.



HANDS-ON PREVIEW

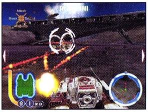
Pride FC

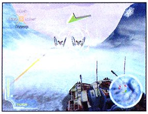
The philosophy of *Pride*, known as ValeTudo, is the acceptance of any technique of any "school of combat." After a few hands-on bouts, we realized the sissy school of eye-poking and booger-flicking combat doesn't fit under the ValeTudo umbrella. So we can't relate, which is the real problem with these hardcore fighting championship games: Who can relate? We'd like to be excited about **THQ**'s **November** release, but there's no drama during a 30-second match.

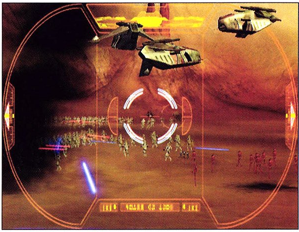
STAR WARS: THE CLONE WARS

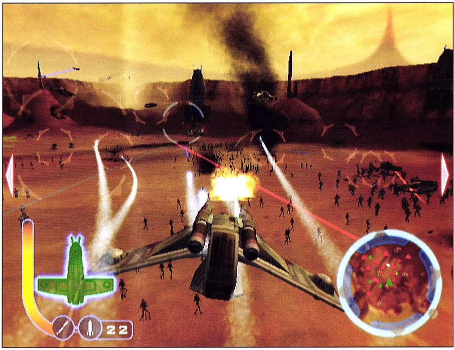
Think of it as "Episode 2.1"

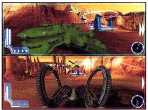
If you've been keeping up with the word on *Episode III*, you know that George Lucas is fast-forwarding things to begin just as the Clone Wars are ending. But fear not, Star Wars fans! **LucasArts** (and, we're sure, eventually numerous authors for DelRay) fills in the gap for us this **November** in the appropriately titled *The Clone Wars*. The action picks up on Geonosis as you personally partake in *Episode II*'s climactic final battle. The rest of the 16 total missions progress to worlds never before seen on screen in any way, including the ice planet Rhen Var, a moon of Kashyyyk (Chewbacca's home planet), Raxus Prime, and Thule and its asteroid moon. At different points in the game, you'll order around Republic troops as Anakin Skywalker, Mace Windu or Obi-Wan Kenobi. But you'll have the most fun battling it out in five different vehicles (a Republic gunship, a fighter tank, an AT-XT assault walker, a speederbike and a STAP), admiring the battle around you all the while.











Always Two, There Are

Pandemic Studios knows that vehicle-combat games like *Clone Wars* may be plenty fun in single-player mode, but two-player action is what keeps you coming back for more. *The Clone Wars* includes such an option, along with four games in which to join a buddy. Team up in Conquest and Academy, or find out who is the master and who is the apprentice with Deathmatch and King of the Hill.

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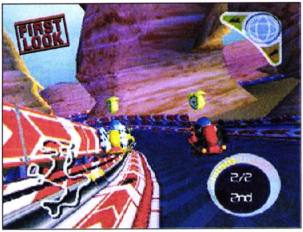
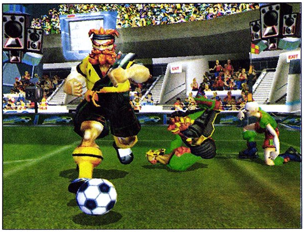
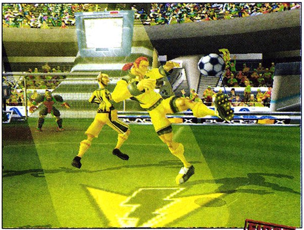


Butt-Ugly Martians: Zoom or Doom!

No, this isn't a collection of minigames about some of the *OPM* staff's ex-girlfriends. Rather, it's a futuristic action/combat racer based on the Nickelodeon TV series. For anyone 12 or older, we'll explain the premise of **Knowledge Adventure**'s **September** release: Emperor Bog is sick of the wacky antics from those Butt-Ugly Martians, so the only way the Butt-Uglies can continue their assignment on Earth is to win the Martian Conqueror's Cup. Right.





FIRST LOOK

Sega Soccer Slam

Bummed that you couldn't play *Soccer Slam* because you didn't have a GameCube? Save your cryin'. In **September**, **Sega**'s way-over-the-top soccer game slide-tackles the PS2. Is it competition to Midway's *RedCard*? No way. Instead of 11-on-11, *Slam* features three-on-three (plus a goalie). The players aren't real, but they are active. It's a silly game with lots of action, lots of goofy characters and the kind of footie Americans should salivate over.

HANDS-ON PREVIEW

WILD ARMS 3

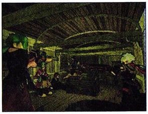
This Western RPG sticks to its guns

Take a quick look through this issue. What do you see? If you're a fan of role-players, you'll probably notice all the "slash" RPGs that are dominating the genre of late, like the action/RPG stylings of *Kingdom Hearts* and *Dual Hearts*, or the action/adventure/Georama RPG setup of *Dark Cloud 2*. So where can a devotee of traditional gameplay turn to find those time-tested turn-based RPG battles (and plenty of them, thank you very much)? *Wild Arms 3*, natch. **Sony CEA**'s third chapter in this storied franchise, due out this **October**, sticks to its guns by keeping true to its roots, with an abundance of old-school combat, plenty of menus to wade through, lots of exploration, and tons of extras.

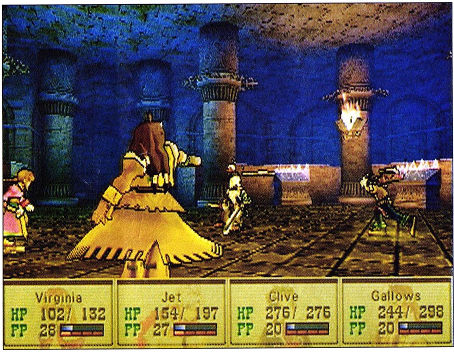
But it's not all old stuff. The graphics, obviously, have gotten quite the facelift, thanks to the wonders of cel-shading. The battle system, which already had a sleek interface, has gotten even slicker and quicker. And the battles themselves, though similar in format to the past games, have a more dynamic visual appeal, with party members and enemies swirling around each other, rather than stiffly standing still when not attacking (though this doesn't affect the actual combat at all; it's purely aesthetic).

Meanwhile, the dungeons once again come packed with puzzles, and the boss battles are every bit as strategic as any lover of traditional RPGs could hope for.

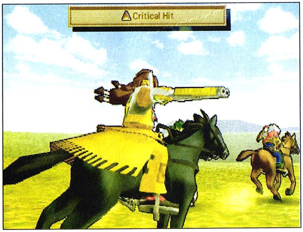
Critical Hit



With our strength and your information, we'll get through these ruins in no time.

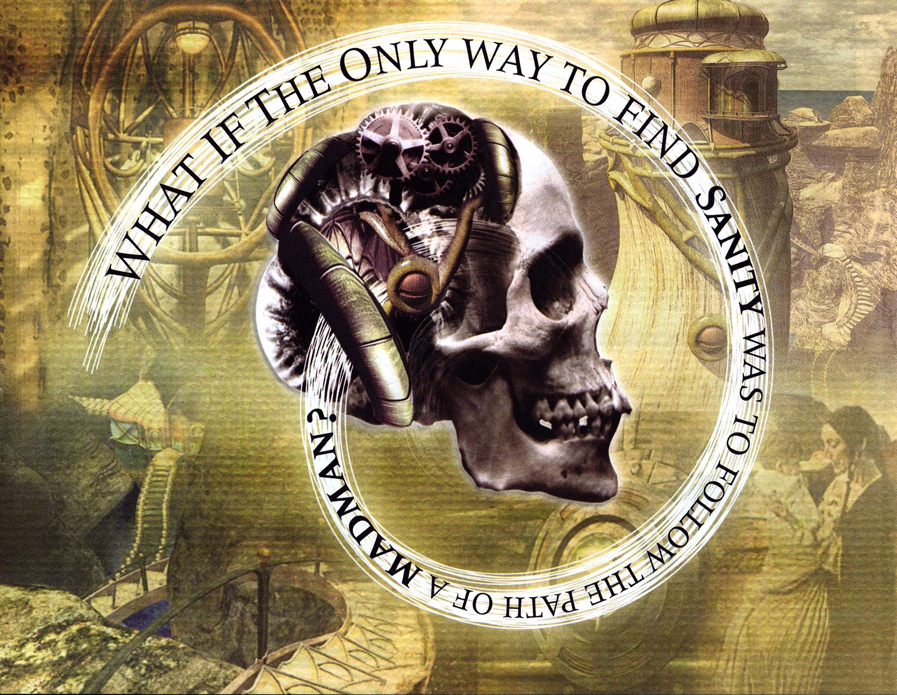


Virginia	Jet	Clive	Gallows
HP 102/ 132	HP 154/ 197	HP 276/ 276	HP 244/ 298
FP 28	FP 27	FP 20	FP 20



Wild West

Though this series has always been Western-themed, *Wild Arms 3* uses the Old West atmosphere even more than the past games. From the old-timey graphical touches, to the abundance of firearms, to the steam-powered railroads, to the subtle Native American influences sprinkled into the story, *Wild Arms 3* really feels like a Western RPG. Yes, magic wasn't widely practiced in the Wild West, and monsters didn't freely roam the plains—but that's just being picky.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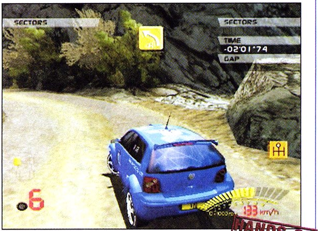
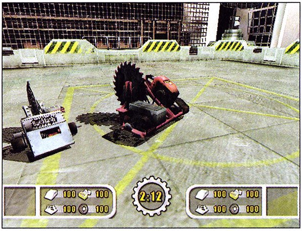
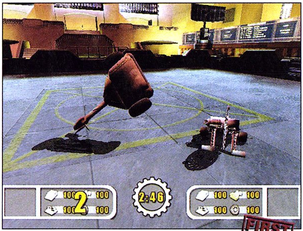


HANDS-ON PREVIEW

V-Rally 3

There's just something about cruising from point A to point B through beautiful PS2 landscapes. It's irresistible, even if you're not a big driving fan. With the splurge of recent rally games, the driving gurus at **Infogrames** don't seem fazed. Even stacked against serious competition, *V-Rally*'s got all kinds of style. The landscapes from Africa to France are breathtaking, and the cars handle superbly well. This title could just be the one to rally around **late this summer**.





FIRST LOOK

BattleBots

For four seasons now, Comedy Central viewers have clamored for a video-game version of the original dueling-robots show. Thanks to **THQ** and developer **Warthog**, their wish comes true this **fall** when *BattleBots* debuts on PS2. In addition to the 40 Bots available throughout the four weight classes (including well-known metallic menaces like Minion and Nightmare, plus a few unique to the game), you can create your own and fight your way through the ranks.

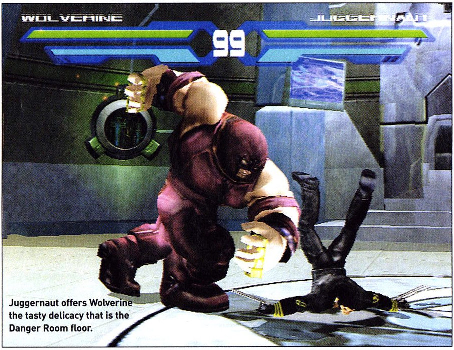
X-MEN: NEXT DIMENSION

HANDS-ON PREVIEW

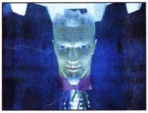
More mutant fights, now in full 3D

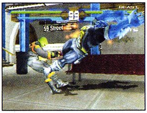
Though in full 3D for the first time this **October**, the next **Activision** X-Men fighting game features the same chaotic gameplay as the PSone titles: huge combos, aerial raves, off-the-ground bounces, multiple throws and devastating supers. Like the originals, players can transfer energy between their meters as they choose, but tapping X to activate the super is no longer required (thankfully!).

Developer **Paradox** has taken great pains to ensure that each fighter holds true to his or her four-color counterpart. The nimble Wolverine regenerates health, Nightcrawler teleports at will, and Havok, ever suffering under his brother's shadow, shouts lines like "Let's see Cyclops do this!" Meanwhile, heightened environmental interaction means that Beast can swing around poles, while Phoenix can telekinetically drop objects on the heads of her opponents. The 24 mutants get knocked through walls and signs with the greatest of ease in eight multitiered arenas.



Juggernaut offers Wolverine the tasty delicacy that is the Danger Room floor.





WOLVERINE
99

An Actual Plot!

Readers of the X-Men comics since 1996 should well remember the "Operation: Zero Tolerance" storyline, in which a techno-organic being known as Bastion posed as an actual human with the agenda of eliminating all mutantkind. By the time it was all said and done, he was just a living head floating in a protected, glorified jar (above). *X-Men: Next Dimension* continues this story, as the Prime Sentinels free Bastion. Fighting action breaks loose, all narrated brilliantly by Patrick Stewart.

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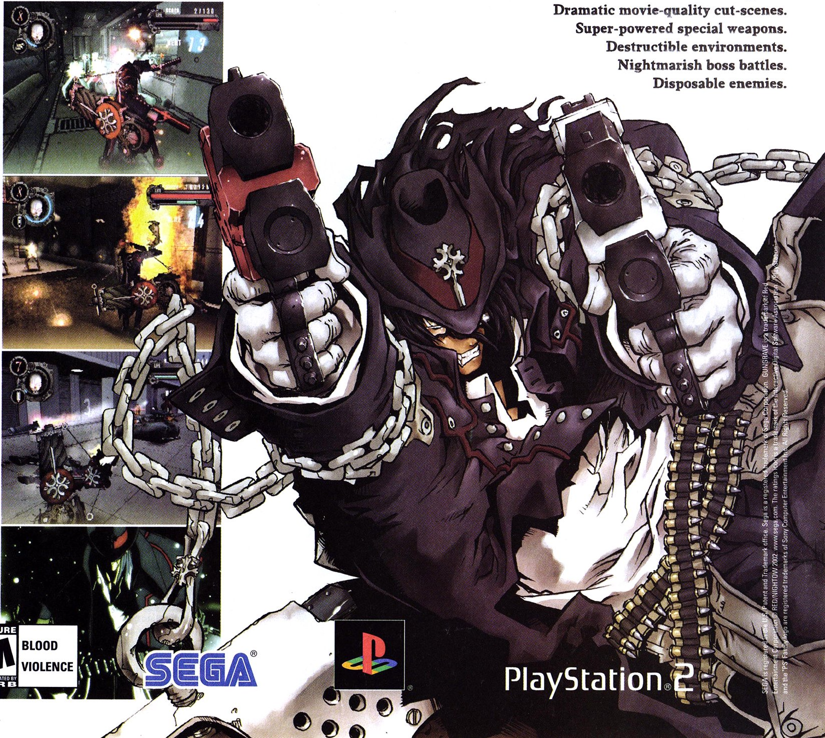

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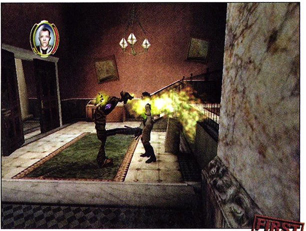
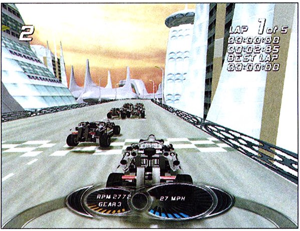
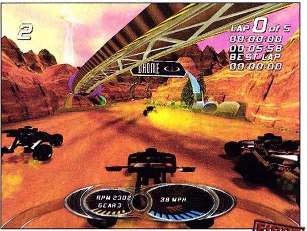


FIRST LOOK

Curse: The Eye of Isis

What's the logical next step for a developer after it's created PSone games like *Teletubbies*, *Powerpuff Girls* and *Sabrina, the Teenage Witch*? Survival horror! In *Curse*, **Asylum Entertainment** takes us back to the late 1800s, where our male and female protagonists fight for their lives against the forces of evil brought on by the title's eponymous artifact. Only returning the Eye of Isis to its Egyptian pyramid of origin can lift the curse when **DreamCatcher** releases the game in **2003**.





FIRST LOOK

Drome Racers

Sporting a futuristic setting and track design, *Drome Racers* strays from the brick-based formula of past Lego racers, using the ultracool Technic kits instead. The game lets you customize the 18 playable cars (all based on the Lego Racers toyline, natch) so they can better adapt to the varied terrains and racing conditions. You can also earn upgraded engines, tires and other goodies. Get ready to race for the Drome Championship when **EA** releases this game in the **fall**.

RATCHET & CLANK

HANDS-ON PREVIEW

Ninety-nine ways to kill

One of the cooler moves **Sony** made at this year's E3 was to hand out demo discs of its top two upcoming platformers, ensuring that even if you couldn't wait in line for a kiosk, you would get to experience what the games had to offer. We loved even that version of *Ratchet & Clank*, but the fuller one we've received since then improves on that so much, it takes your breath away.

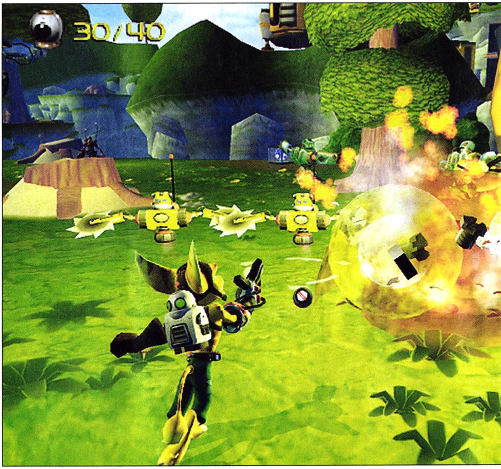
Ratchet's wide arsenal of weapons is pretty impressive, but the demo made it seem as if nothing more than the simple wrench attack would be fully capable of mowing down most enemies. That's true, but only up to a point: Later levels up the difficulty level so that if you haven't been practicing with your toys, you'll get smoked pretty quickly.

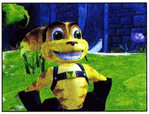
Though *Ratchet* does get tough, it's also pretty forgiving. The game maintains one of our favorite aspects of *Jak and Daxter*, which is an unlimited amount of lives. Going back to other platformers after extended sessions with this game makes the artificial nature of the "game over" screen all the more apparent.

In addition to trying to overcome the next obstacle, one of the things that will keep you going through the game is the surprisingly non-linear storyline. Right after the very first world, you're able to take off to two other planets, each with its own contributions to the overall tale. Beating those opens up new worlds and so on. Eventually, you'll have to do everything, but for most of the game, the order you choose to do it in is entirely up to you.

No matter which branch you take, chances are you'll laugh. The characters in *Ratchet* are animated so well that they have their own body language and sense of timing. When combined with the prickly relationship between the pair, this makes for some extremely amusing cutscenes.

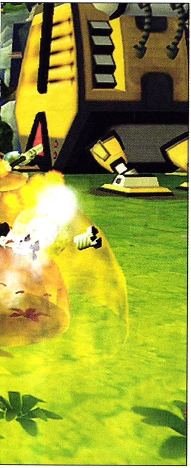
With so many ways to do in your enemies, super-colorful graphics, and a unique mood, it's all rather promising so far. We can't wait to play the final version when it comes out this **November**.

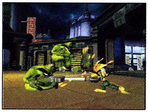




The Mystery of Ratchet

Clank's a robot, and the aliens are aliens, but just what is Ratchet? His features might make you think of anything from a fox to a dog to a cat, but in actuality, Ratchet is a Lombax. "Now, you've probably never heard of a Lombax," Insomniac president and CEO Ted Price told *G4*'s *Pulse* news show, "and neither had we until we started this project. We basically just made it up!"





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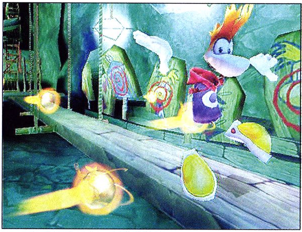
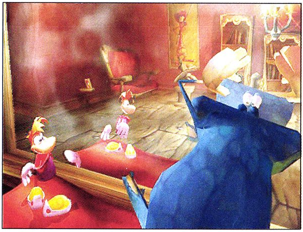
RAYMAN 3: HOODLUM HAVOC

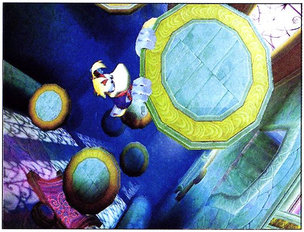
HANDS-ON PREVIEW

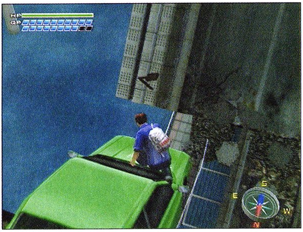
Rayman has never looked better

Having spent some time with an early version of **Ubi Soft**'s flagship platform series, due this **winter**, *Rayman 3*'s visuals have completely entranced us. No matter how good *Rayman 2: Revolution* looked, it can't hold a candle to this one. Environments are much more detailed, and the overall look isn't quite as bright and cheery as before. Gameplay is also quite solid so far, with more of an emphasis being placed on action and power-ups this time around.



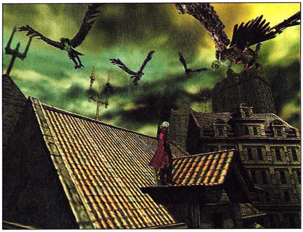


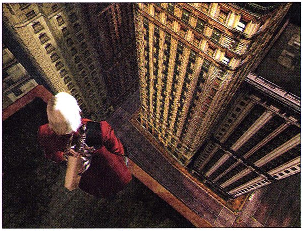




Disaster Report

Remember that Japanese earthquake survival-horror game *Desperate Situation Zone* that we told you about a few issues back? Well, **Agetec** has picked it up for a planned U.S. release this **November**. The game definitely puts a cool new spin on the survival-horror genre, setting you in a city being torn apart by earthquakes (which you can feel on the Dual Shock 2). It's a thrill ride. Watch as sections of highway break right before your eyes—or under your feet!





Devil May Cry 2

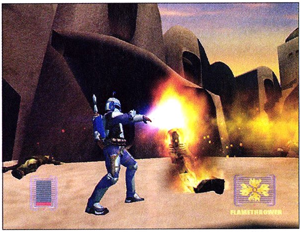
Capcom remains relatively quiet on its sequel to one of the coolest games ever made, but Dante's return to demon-slaying (probably **early next year**—we still don't know yet) already looks like it has the goods to equal the greatness of the original. We particularly like the fact that, as you see here, much of it takes place outside on building tops. The female playable character should make things a bit more interesting, too (even if she's not Trish).

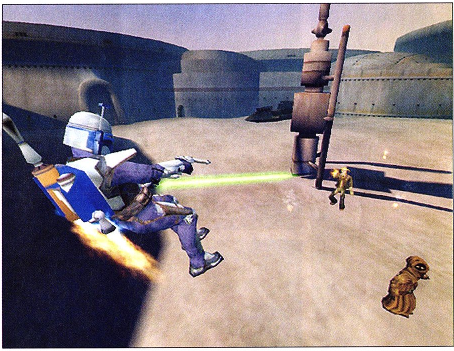
STAR WARS: BOUNTY HUNTER

"Your clones are very impressive. You must be very proud."

A recent preview event hosted by our friends at **LucasArts** revealed a considerably flashier-looking *Star Wars: Bounty Hunter* than what we exclusively revealed in our June cover story. The game is still tracking for a **November** release, and it's shaping up to be an interesting combination of 3D action/adventure and all-out *Max Payne*-style blaster.

Star Wars-ophiles and Boba Fettishists are obviously the core audience for the game, but with the immense success of *Episode II* (regardless of whether you thought it was any good or not), that group is considerably well-populated. Through 18 satisfyingly varied levels, you'll learn the story of how Jango was chosen to be the template for the clone army, while also being exposed to the dark underbelly of the SW universe. Unlike the recent airy-fairy, wholesome, square-jawed stories of recent SW games, *Bounty Hunter* allows you to be a *badass*. And a badass with a jet pack, at that.





Lucas On Episode III

In an interview in *Starlog* issue 300, George Lucas said the following about Boba Fett's role in the sixth (and final) *Star Wars* movie: "Boba *will* be in *Episode III*, but his role definitely won't be larger. He's in a transition period of becoming a bounty hunter. The next film takes place two or three years later, so Boba would only be 13 and still wouldn't fit in the suit."

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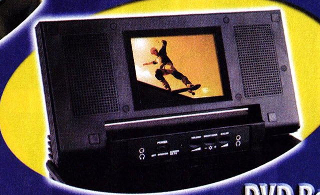

Cyber Shock 2 Controller

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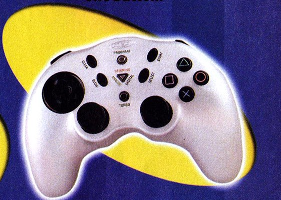
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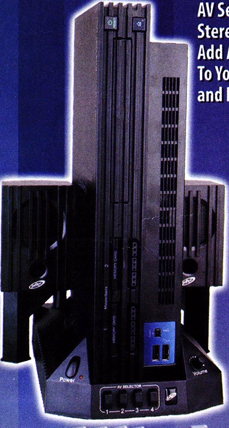
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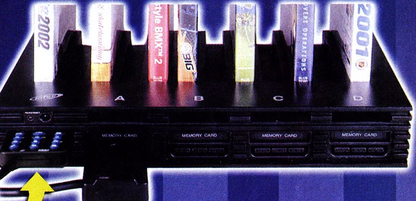
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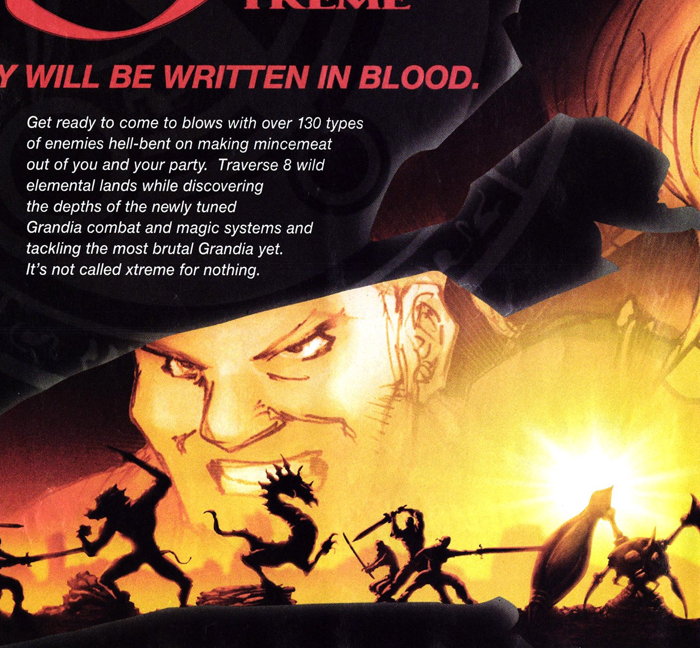

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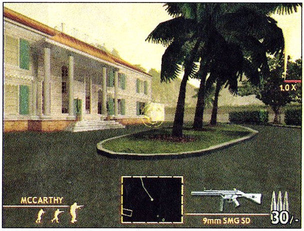
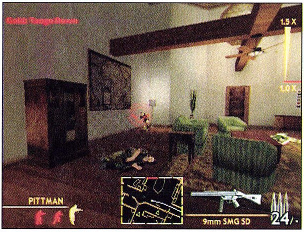
THE SUM OF ALL FEARS

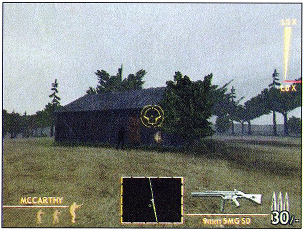
HANDS-ON PREVIEW

You win Sum, you lose Sum

Though this **Ubi Soft** first-person shooter is earning high marks around the office for the realism and diversity of its environments, the gameplay and the controls need a great deal of tuning. The idea is intriguing: You control a group of three special-ops soldiers, and you must maneuver through nicely detailed environments, working in tandem with other groups. The problem is that at this early stage, the game seems sort of like *SOCOM* after a lobotomy: Goals are quite simple, and the radar/map—by showing your exact route in addition to enemy location—makes the game a follow-the-dot affair. Hopefully, *Sum* improves before its **fall** release.



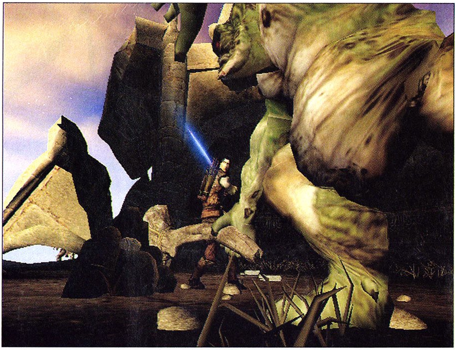


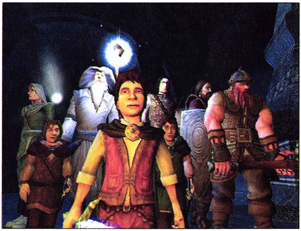


LOTR: THE FELLOWSHIP OF THE RING

More spot-on than the movie?

J.R.R. Tolkien fans know that while Peter Jackson's movie adaptation of *The Fellowship of the Ring* is perhaps the closest Hollywood could possibly come to representing the first book of *The Lord of the Rings* on the big screen, there were a few things he couldn't cram even into three-plus hours. But since **Universal**'s *Fellowship* game takes its basis from the book (the film is EA's gig), developer **Surreal** is making sure to represent everything Tolkien featured, including such characters notably absent in the movie as Tom Bombadil and the Barrow-wights. Tolkien's writing has been meticulously scrutinized so as to create the most accurate representation of Middle-earth and its inhabitants. At the same time, the story will cling to Tolkien's words as tightly as possible for a video game, with you controlling Gandalf, Aragorn and Frodo in fights against Wargs, spiders, orcs and even the Balrog. Play it this **October**, just before you see *The Two Towers* two months later.





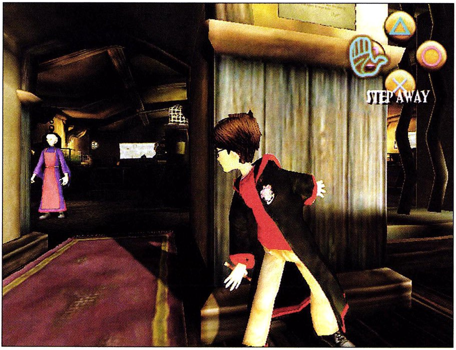
HARRY POTTER AND THE CHAMBER OF SECRETS

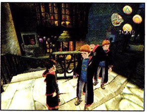
The Boy Who Lived on PS2 for the first time

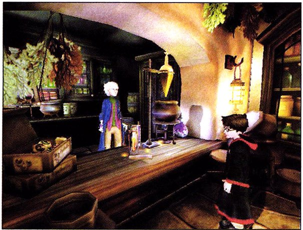
The world-famous wizard wonderkid makes his (somewhat tardy) PS2 debut in this game based on the second *Harry Potter* book/film, and the magicians at **EA Games** and **Eurocom** have collaborated to create an adventure worthy of its source material. Thanks to the close involvement of series author J.K. Rowling, the game accurately re-creates the gripping plot of the novel. It's a much darker, spookier tale than the first book, as Harry and friends must uncover the mysterious force turning their fellow schoolmates into stone. So, if you think Harry's just for your little brother, you might be surprised.

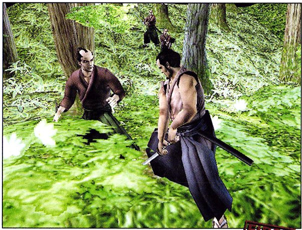
EA plans to ship Harry's adventure on **Nov. 15**, the same day that Warner Bros.' blockbuster movie opens. Thanks to EA U.K.'s close proximity to the film's shooting locations, the game offers eerily lifelike environments modeled directly from the movie's sets. Hogwarts School of Witchcraft and Wizardry has never looked better, and you can fly around the entire castle grounds on your broom without a hint of slowdown. Warner also helped cast a team of skilled sound-alike actors to bring Harry and co. to life.

Of course, it's the gameplay that makes or breaks a game. In this arena, the developers have decided to borrow from the best: *Chamber of Secrets* plays, on a basic level, like the N64 *Zelda* games, but with extra emphasis on magic and exploration. In addition to the spellcasting and dungeon-spelunking, you can play a full season of Quidditch and engage in the Magic Dueling Club.





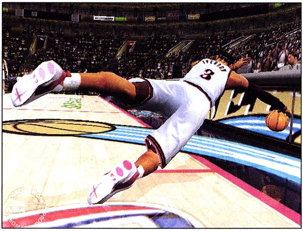


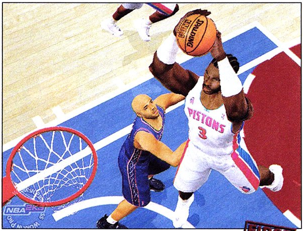


FIRST LOOK

Kengo II

For the latest installment in the *Kengo/Bushido Blade* series, **Ubi Soft** and **Lightweight** have decided to go for a new level of realism. This time you fight with actual Japanese historical figures like Jubei Yagyu (different-looking than in *Onimusha 2*, of course) and Musashi Miyamoto. Though the game's heroes may mean little to you, a new mode allows you to battle against multiple opponents all at once. Will *Kengo II* top the original *Bushido Blade*? Find out in **October**.

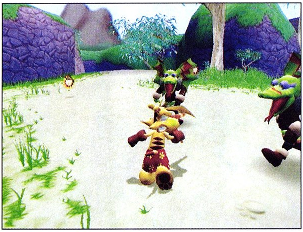


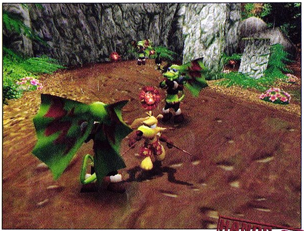


FIRST LOOK

NBA 2K3

Sure, *NBA 2K3* hits stores a few days previous to the NBA's Oct. 29 tipoff date, but we want it now! It looks hot, it's smoother than last year (can you believe it?), with 50 new dunks and some new flashy dribble moves that'll drop your jaw. **Sega** and **Visual Concepts** have worked hard to make this the most authentic hoops experience ever, even down to the tiniest details like elbow pads and cornrows. The only thing this game's missing is Iverson in prison getup.

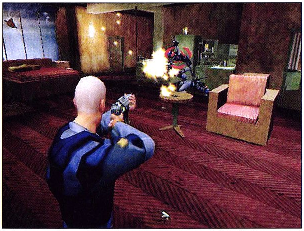




Ty the Tasmanian Tiger

HANDS-ON PREVIEW

Now that seemingly every quirky, cute creature alive has appeared in a platform game, **EA Games** has turned to the extinct Tasmanian tiger for its new mascot character. As the last on Earth of his species, Ty comes equipped with a killer bite and a pair of brutal boomerangs in a quest to find other living Tasmanian tigers who now live in another dimension. We're amused by what we've played of this **November** release so far, though the camera does seem a bit iffy at times.



Minority Report

Everybody runs, and when you play *Minority Report* by **Activision**, you'll find out that everybody tries to beat you up, too. In this action/adventure due this **fall**, follow the events of the blockbuster film as closely as *Spider-Man* developer **Treyarch** can put them in your control. As Cruise's character, John Anderton, you're on the run from the law. A variety of cool weapons (including the sick stick) keeps you alive and keeps this game on our "cool" radar.

BLADE II

HANDS-ON PREVIEW

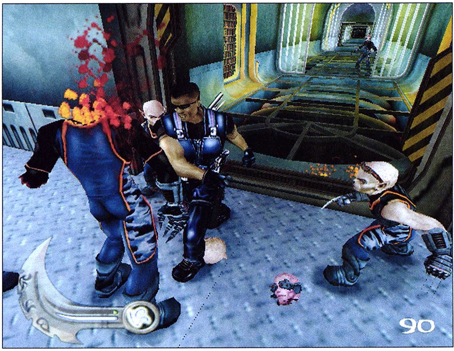
A new kind of Blade game

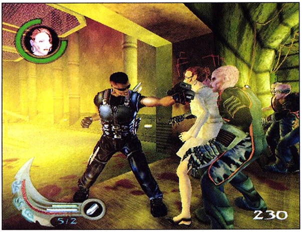
Confused about *Blade II*'s relation to the movie? Well, now that we've played an early version of the **September** release, we know this: It *is* based on continuity established by the film series—but it's *not* based on the movie *Blade II* itself. Basically, you're the Daywalker in a story taking place soon after last spring's hit flick. Blade's objective: to wipe out the Karkov clan's plan to extend the Reaper strain of vampire virus into something even more deadly.

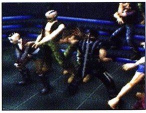
Forget everything you remember about the gameplay of **Activision**'s original *Blade* game on PSone. *Blade II* plays nothing like it. Instead, expect a fairly unique control setup that, instead of your typical X button, uses the right analog stick for primary assaults. In many instances, enemies swarm around Blade from every direction. Simply move the right analog stick in the desired attack direction and Blade follows suit (whether he punches or kicks is out of your immediate control, unfortunately).

In addition to unarmed combat, Blade comes equipped with all the trademark weapons, including a machine gun, a shotgun and his glaive. Since the sword is so destructive, though, developer **Mucky Foot** has decided to reserve it: When the red meter on the screen reaches a certain point, Blade goes nuts and can destroy almost anything in his path with cool, *Mark of Kri*-like death animations. Those not wanting to see knives to the head need not apply.

150 Bonus
1965

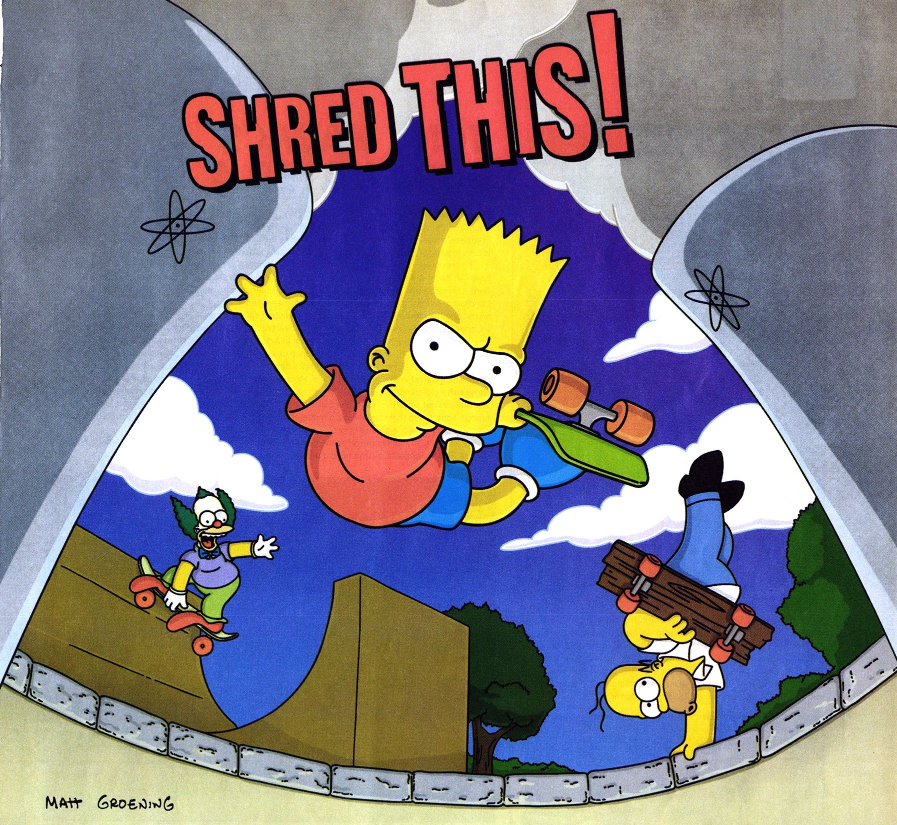


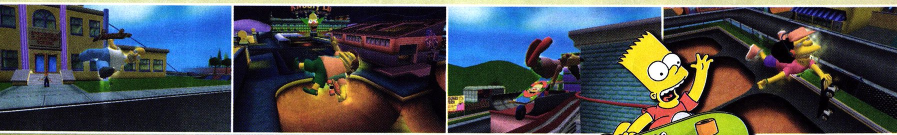




Vampire Boogie

The first level of *Blade II* occurs in a nightclub full of suckheads who like to wiggle it just a little bit (check out the couple above!). This, of course, is an obvious nod to the opening scene of the first *Blade* movie.





TEEN
T
CONTENT RATED BY ESRB

Mild Violence
Suggestive Themes
Comic Mischief

PlayStation®2

THE CODE MONKEYS

THE Simpsons Skateboarding

FOX INTERACTIVE

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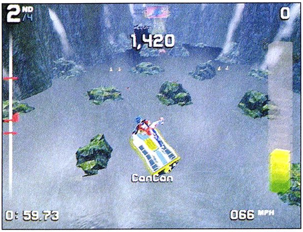
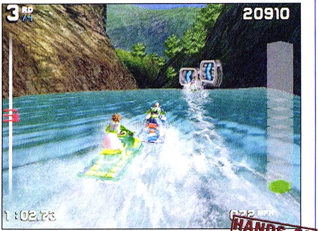
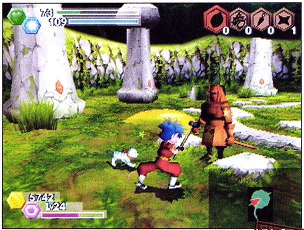




Jet X20

HANDS-ON PREVIEW

When we first saw **Sony CEA**'s new watercraft game at E3, we were praying it was the spiritual successor to *Jet Moto*. It's not. That's not to say it's not interesting, though: The SeaDoo-style watercraft handle with surprising realism, for one thing. They also seem to exert a realistic effect on the water itself, meaning that your opponents' wakes can sometimes play havoc with your own handling. Thirty huge tracks will test your reflexes when *Jet X20* hits in **October**.



Mystical Ninja Goemon

FIRST LOOK

He might have been around since the 8-bit days. And he might be a ninja with mystical powers. But ask Vic Ireland, president of **Working Designs**, what he thinks of Goemon, and he'll tell you that this blue-haired dude just doesn't get enough respect. "With *Mystical Ninja Goemon*, we hope to change that," he says. That's why Vic grabbed the rights to Konami's whimsical action/adventure game. No release date has been set, but you can expect it to be delayed anyway.

TONY HAWK'S PRO SKATER 4

HANDS-ON PREVIEW

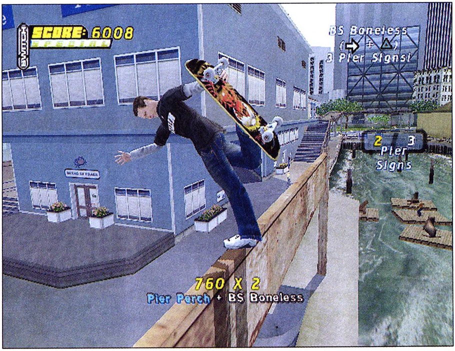
California dreamin', again

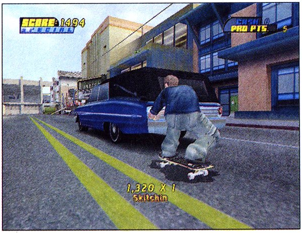
Check out the screenshots bordering this text. That area Tony Hawk has his foot planted on is San Francisco's tourist haven, Fisherman's Wharf. See the skitchin' at the bottom left? That paved roadway is SF's legendary Embarcadero, an iconic skate spot for serious skaters.

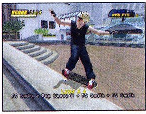
The shadows of your video-game memory will convince you that you've seen these spots before. You have—in the first *Tony Hawk*. Of course, that same level looks like a jarbled PSone mess now, but back then it shined. *Hawk 4* revises that San Fran skate experience so that it bustles with energy. There are handfuls of annoying tourists, a swirl of barking seals and a bevy of skate-worthy wharves. Whether it's distracting the aforementioned batch of flesh-hungry seals or clearing the bird dung from the rails with a Darkslide, there's something for every good-hearted skater. Instead of the five measly PSone goals, you can fill an afternoon with 21 goals per level in **Activision**'s latest can't-miss title. Just when you think you've seen it all, Rodney Mullen will step up and challenge you to a manual contest. Brilliant.

Instead of preassigned goals, like in *Hawk*'s past, now you'll have to yammer with the locals for the latest and greatest in skateboarding tasks. Most are timed. Maybe you'll have two minutes to spell **Neversoft**'s old standby, S-K-A-T-E, or you might fall into a skater race that lasts under 30 seconds. It all balances out since the rest of the game is played in what was formerly Free Skate. Now you don't have to bother with that lame-brained mode; you can just cruise around happily until you feel like chatting up a person with a green arrow over his head.

Our only concern so far concerns the game's lack of difficulty. *Hawk 3* was excusably easier, hoping to hook PS2 newcomers, but we need a bigger challenge for the skating experts this **fall**.







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the past.
a beautiful blonde.
and oh yeah...
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Prepare to battle sadistic dinosaurs through impenetrable jungle terrain and futuristic cityscapes. Aided only by a bizarre military timepiece, a beautiful girl, and plenty of raw firepower, you must make sense of the senseless—before time runs out.

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MATURE
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CONTENT RATED BY ESRB

Blood
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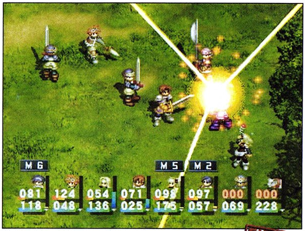
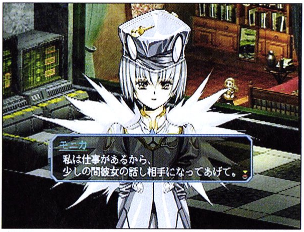


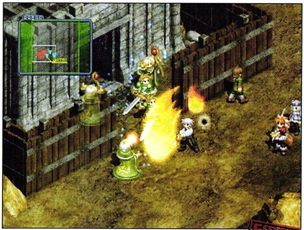
Growlanser II

FIRST LOOK

While the original PSone *Growlanser* was only released in Japan, **Working Designs** says that the manual included in part *II* will chronicle all the action we missed. So what can we expect from this first of the two planned *Growlanser* games from WD? Well, great-looking 2D character sprites and backgrounds, for one. Battles mix real-time and turn-based action, and the story branches out in many different ways. Wondering when it's due out? So are we!



モニカ
私は仕事があるから、
少しの間彼女の話し相手になってあげて。



Growlanser III

FIRST LOOK

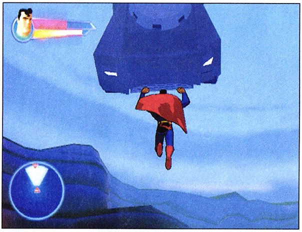
Though it sports the same graphics engine as part *II*, *Growlanser III* takes place 1,000 years before the original game and has less of a connection with its two predecessors. You play as a character with no recollection of his identity in a world that is slowly dying as the sun is extinguished. Gameplay remains virtually the same as part *II*, and similar to Japan (which got *III* six months after *II*), we expect the game to be released shortly after *Growlanser II* hits here. Or not.

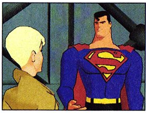
SUPERMAN: SHADOW OF APOKOLIPS

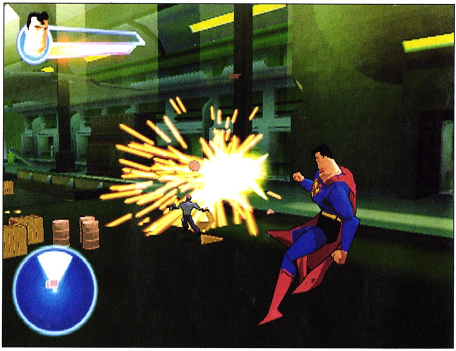
HANDS-ON PREVIEW

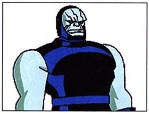
It's all about the heroics

The more we play *Shadow of Apokolips*, the more one thing becomes apparent: Beyond the game's aesthetic beauty (the cel-shaded graphics make you feel like you're actually in *Superman: The Animated Series*, as do the actual voices heard in the show), and beyond your ability to use almost any superpower at the touch of a button (flight, heat vision, superstrength, X-ray vision, telescopic sight, superspeed, superhearing—they're all here), never before have we seen a Superman game that focuses so much on what really makes the Man of Steel so *super*—his all-out heroism. Acts like lifting a bus dangling over a bridge to safety, rescuing individuals at a terrorized dam, or just saving the citizens of Metropolis from Lex Luthor and Darkseid's evil plot (with a little Livewire, Parasite and Metallo thrown in) show that **Infogrames** understands that this is one man in tights who believes in truth, justice and the American way. Look for the game in **late September**, and we'll give our final verdict next month.









Apoko-what?

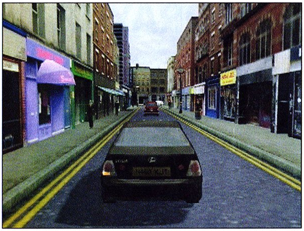
Sure, everyone knows Superman well enough...but we're betting a few of you see this game's subtitle and immediately think it's a typo. Nope. Apokolips is actually the homeworld of the despotic badass Darkseid (left). We assure you, the homophones involved (*apocalypse* and *dark side*, respectively)—plus the fact that Apokolipsians speak English—are only remarkable coincidences.

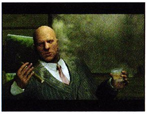
THE GETAWAY

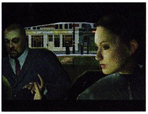
HANDS-ON PREVIEW

Most definitely *not* a *GTA3* clone

You're going to be hearing a lot about how **Sony CEA**'s *The Getaway* is a knockoff of *Grand Theft Auto III*. We're here to say it's not true. Sure, there are plenty of similarities: You're working for organized crime; you can hijack cars; you have a large city in which to roam freely. But really, the similarities end there. *The Getaway* has a much more robust out-of-car mode, for one thing. Your character has a range of moves that would make *GTA* players green with envy: He can duck, roll, dive, hide behind objects, and leap out from behind cover to take on his enemies—not to mention the fact that he can double-fist pistols to go all-out, Woo-style. Another big difference is the staggering accuracy of the environment: The remarkable rendition of London is mind-boggling in its depth, showing both familiar landmarks and tiny corner pubs with an equally intricate level of detail. And then there's the story: What we've heard of the writing is on par with films like *Snatch* (in fact, if you want to call *The Getaway* a knockoff of anything, you'd be a lot more justified in calling it a Guy Ritchie knockoff), and the story itself seems to have a surprising amount of depth. Our main concerns at this point center around the controls: Driving is extremely touchy, and the walking segments aren't much better. But there's plenty of time to fix that before the **November** release.

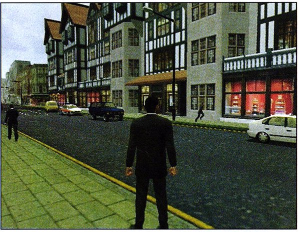


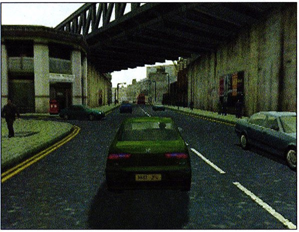


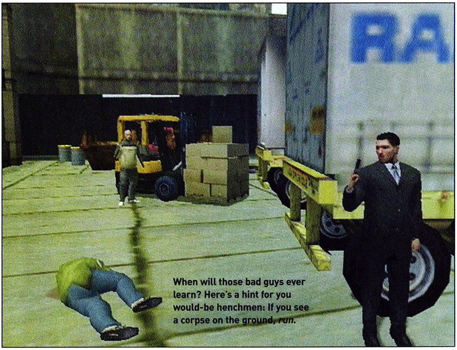


Can You Say "Obsessive"?

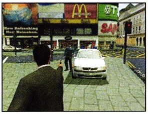
In order to achieve the most accurate, lifelike cinemas possible (left), *The Getaway*'s developers constructed elaborate sets and directed their actors to perform the scenes together while they motion-captured the entire ensemble. Furthermore, they conducted full-face scans of all of the actors, even going so far as to put one actor in full makeup prior to the scan to make him look older.





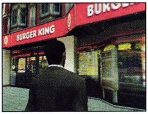


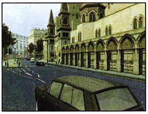
When will those bad guys ever learn? Here's a hint for you would-be henchmen: If you see a corpse on the ground, *run*.

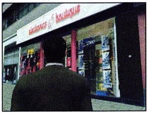


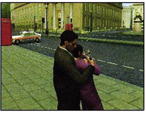
Real Life

You already know *The Getaway* models a section of London in exquisite detail; you can see such locations like Piccadilly Circus (upper left) and the Royal Courts of Justice (lower left). But the game also includes familiar chain stores and restaurants such as Burger King (upper right) and Electronics Boutique (lower right). We asked one of the developers about the legalities involved, and he told us that since the locations were not central to the story, no licensing was required.









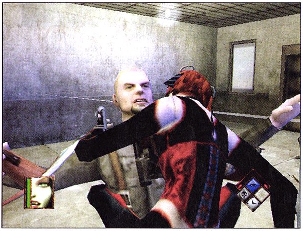
The Humanity!

As an example of one of gaming's more disturbing new trends, *The Getaway* allows the taking of hostages as human shields (left); you shoot them in the head instead of letting go. Ugh.

BLOODRAYNE

Hot but deadly

Most men would probably welcome a sexy bad girl wanting to wrap her legs and arms around them, followed by a beautiful mouth headed toward their necks. But if you're an enemy soldier like the unfortunate fellow in the top screen below, and that hottie just happens to be Agent BloodRayne, odds are you'd most likely pass on the offer. As a half-vampire in the service of the Brimstone Society, her pouncing on such men serves the double purpose of rejuvenating her life force and eliminating one more member of the opposition—and it's just one of the cool things to look forward to doing yourself in *BloodRayne* this **October**. In addition to a killer set of canines, BloodRayne sports some massive firepower ideal for blasting her way through four worldwide 1930s locales. Could **Majesco** finally have a legitimate franchise on its hands?



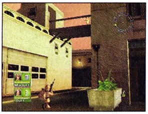
SubOfficer: Kill her! Kill her dammit!

CONFLICT: DESERT STORM

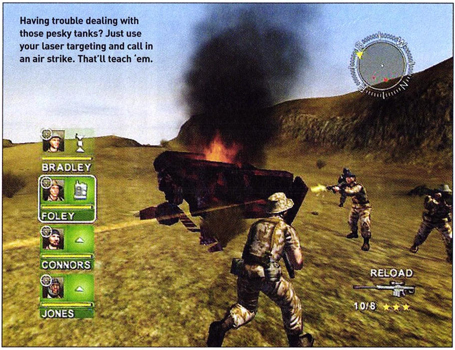
HANDS-ON PREVIEW

Yeah, but it's a *dry* heat

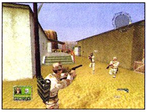
The first title branded under Take 2's new **Gotham Games** moniker, *Conflict* might scare those of you who succumbed to the tempting budget pricing of the *Spec Ops* series. Never fear: Though the games may look somewhat similar at first glance, they differ completely. Before you heave a sigh of relief, though, a word of caution: From what we've seen so far, *Conflict* is no *SOCOM* either. That's not to say there aren't some intriguing elements to the game; for one thing, the ability to drive vehicles should make things pretty interesting. Also adding some depth is the ability to manage each of your four squadmates individually and even switch your perspective between them. The main thing we're concerned about at this point is the auto-targeting; the game seems to force your character to lock onto any enemy and then switches between available targets with apparent randomness. With *Conflict* releasing in the **fall**, there's not a whole lot of time to make major changes...but we can always hope.

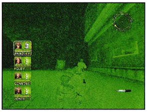


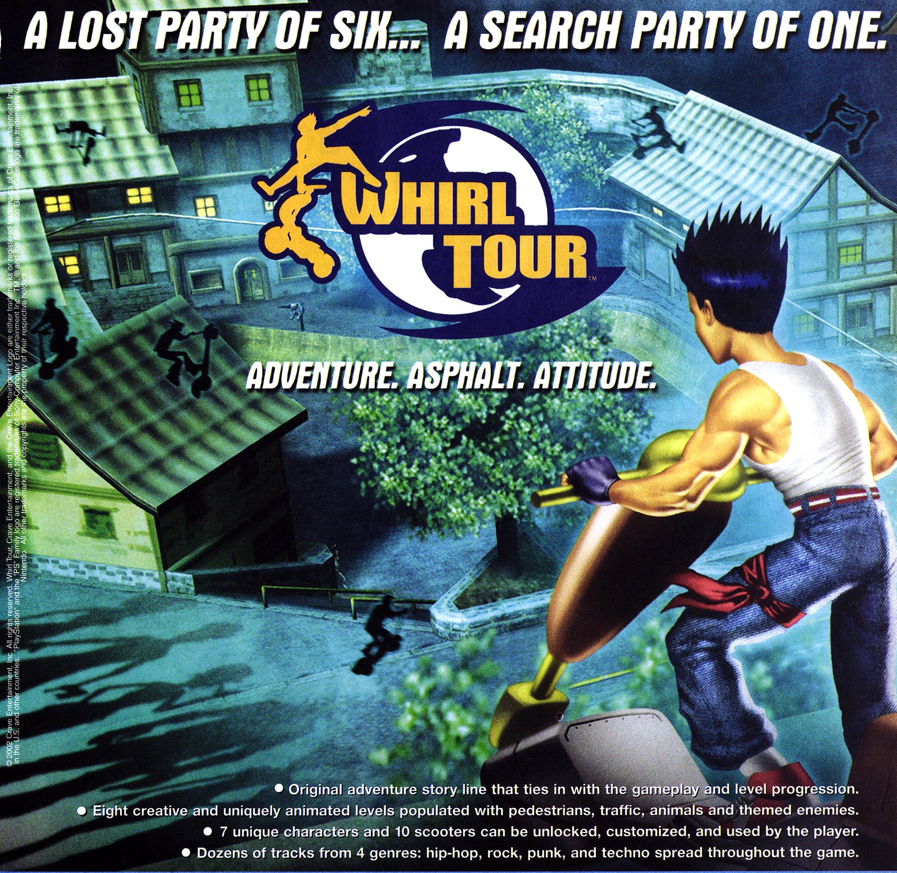
BRADLEY
FOLEY
CONNORS
JONES



Having trouble dealing with those pesky tanks? Just use your laser targeting and call in an air strike. That'll teach 'em.



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- Original adventure story line that ties in with the gameplay and level progression.
- Eight creative and uniquely animated levels populated with pedestrians, traffic, animals and themed enemies.
- 7 unique characters and 10 scooters can be unlocked, customized, and used by the player.
- Dozens of tracks from 4 genres: hip-hop, rock, punk, and techno spread throughout the game.

13028
RAIL SLIDE + TOPPLE THE TOWE + METHOD
0:18
1ST
LIP SLIDE
2258 X 2
LIP SLIDE
1696
BLUNTSLIDE ROCKET

RATING PENDING
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PlayStation 2

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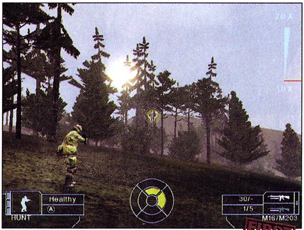
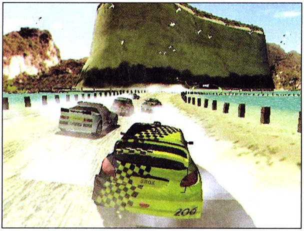


FIRST LOOK

Ghost Recon

Due this **October**, **Ubi Soft**'s *Ghost Recon* ports the popular PC game to PS2 and could aptly be described as an outdoor *Rainbow Six*—which wouldn't be too far from the truth, as it hails from the same developer. This first-person shooter places you in the role of an elite special force known as "the Ghosts," named for their stealth. Gameplay resembles *Rainbow Six*'s squad-based combat, but with more expansive environments in which to deploy your troops.



FIRST LOOK

Shox

If there's one thing **EA Big** is known for, it's characters. *SSX* started the trend, *NBA Street* continued it, and *Shox*...well, *Shox* is a car game. A Big game, but a Big *car* game. A car game where the drivers never get out of the car to talk smack or shake their rump. So it's a departure. We'll accept that since it's packed with 24 licensed cars from BMW, Mitsubishi and Ford (to name a few), plus it has seven winding courses and you can make bets to win new cars. Get *Shox*ed this **fall**.

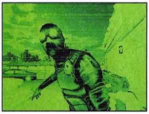
JAMES BOND 007: NIGHTFIRE

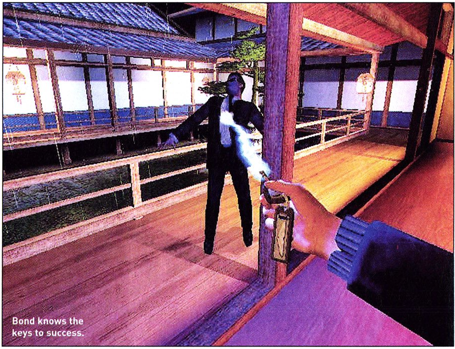
HANDS-ON PREVIEW

Returning to die another day

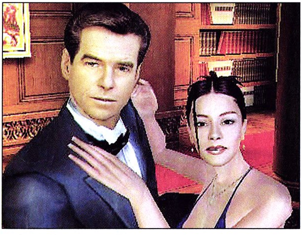
With **EA Games'** upcoming *NightFire* nearing completion—we'll see it this **fall** around the time *Die Another Day* hits a theater near you—we're happy to say that what we've played so far already looks to surpass last year's solid *Agent Under Fire* in terms of action and excitement. Better-designed, almost *Deus Ex*-like levels allow for multiple ways to get through them—use stealth tactics or simply blast your way through if you're feeling bold. Cooler gadgets include such gear as night-vision goggles and a key-chain capable of firing bolts of electricity at enemies.

Vehicle-based levels return with a vengeance, as well. Race through Paris in Bond's V-12 to take out an enemy vehicle in a sequence designed by EA's *Need for Speed* team. Then, submerge the V-12 and pilot your way through an entire mission under water. Or better yet, protect a driving car by sniping enemies while perched in a flying helicopter...and then jump into the car and drive off. Yes, you really do that.



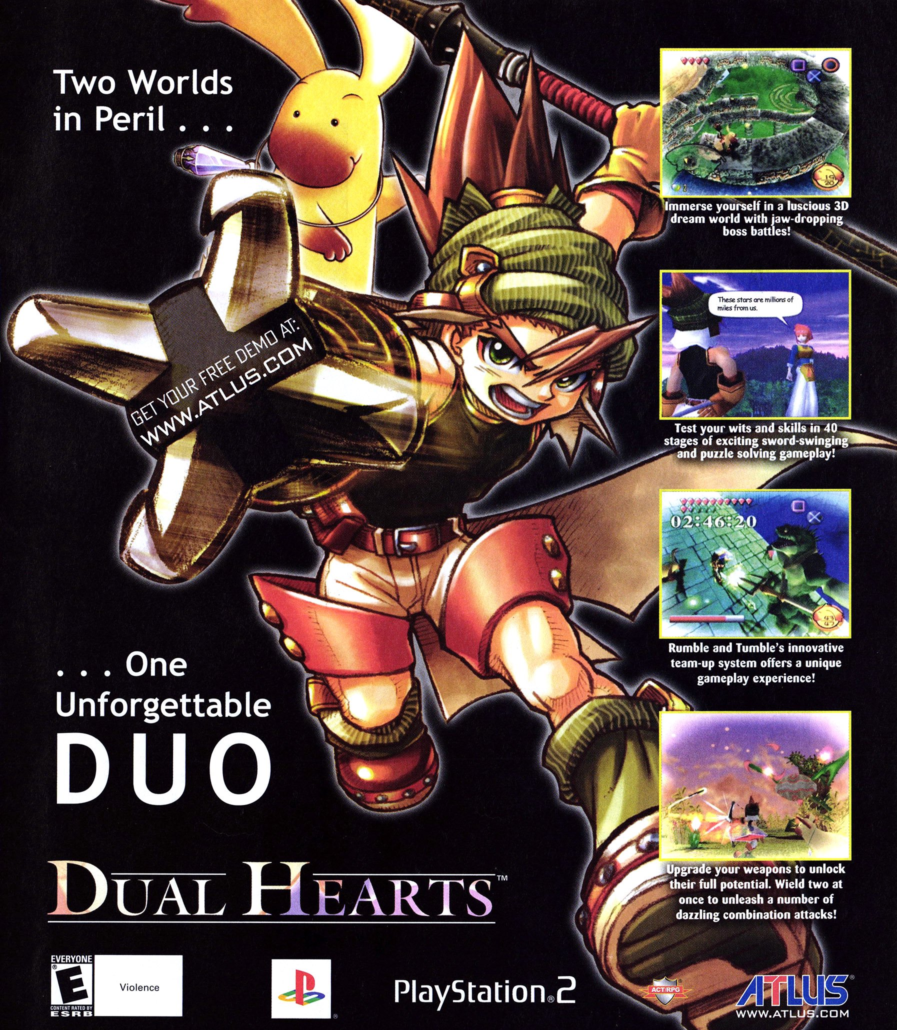


Bond knows the keys to success.



The Man

For the first time in a Bond game, Pierce Brosnan's likeness has been licensed for use in *NightFire*. This means that cutscenes will actually feature a virtual Brosnan acting them out. Unfortunately, the former Remington Steele didn't actually record voices for the game (his likeness alone cost EA a pretty penny), but the sound-alike that was hired for the part is pretty darn spot-on. To the left: See? Even virtual Pierce gets all the ladies.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Test your wits and skills in 40 stages of exciting sword-swinging and puzzle solving gameplay!

Rumble and Tumble's innovative team-up system offers a unique gameplay experience!

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Violence

PlayStation®2

ACT/RPG

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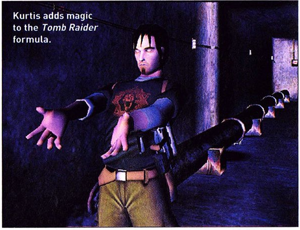
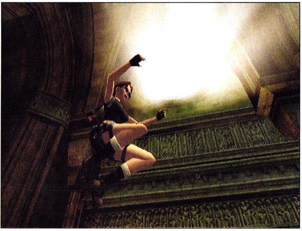
TOMB RAIDER: THE ANGEL OF DARKNESS

Darker than ever before

The first *Tomb Raider* was cool. The second one rocked. The third held our interest. By the time we had our fourth Lara game in four years, though—then a fifth in five years soon after—things just felt stale. By this **November**, a full two years will have passed since *Chronicles*, and **Core** has used the extra time to reinvent the franchise for the PS2. Yeah, it still stars Lara. But, as **Eidos** claims, this is "a new Lara Croft for a new generation." You've probably noticed by now that she's ditched the trademark teal top in favor of a black one—but that's not the only thing darker about this game. *Angel of Darkness*' story involves a series of grisly murders—and Ms. Croft herself is the prime suspect. Help clear her name in a quest that spans the timestream and even spend some time as Kurtis Trent. A glaive-wielding sorcerer with occult powers like telekinesis, Kurt's action-packed stages should contrast nicely with Lara's slower-paced adventuring.



Kurtis adds magic to the *Tomb Raider* formula.



In Tune With Lara

When it came time for the London Symphony Orchestra to record the soundtrack to *The Angel of Darkness* at its legendary Abbey Road studios, the 82-piece ensemble got a visit from none other than Lara Croft herself—or at least the current beauty portraying her, model Jill de Jong. How's that for inspiration?

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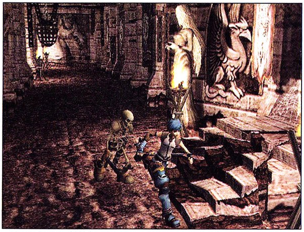
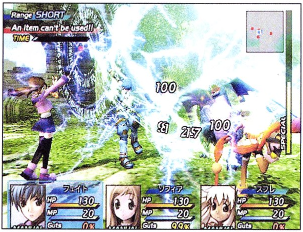
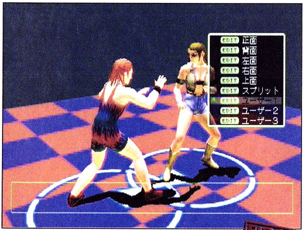




Star Ocean: Till the End of Time

Even though the game's not due out until **late summer 2003**, we couldn't resist showing you a few more screens just to get you hot and bothered about **Enix**'s forthcoming RPG. Set 400 years after *Star Ocean: The Second Story*, *Till the End of Time* stars the aptly named Fate Linegod, who gets caught up in an alien invasion and later embarks on a quest to find his missing parents. Not much is known about the gameplay, but one thing's for sure: It sure looks sweet!



Fighter Maker 2

FIRST LOOK

Not quite happy with *Virtua Fighter 4* or the *Tekken* games? Well, here's your chance to realize your ultimate fighter—by creating it yourself. **Agetec**'s upcoming **November** release vastly expands on its PSone original with plenty more customization: In addition to 600 sample moves, you can create virtually any move by adjusting any of the characters' 260 separate parts. Most everything else—from the character designs to even the sound effects—is also customizable.

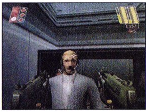
RED FACTION II

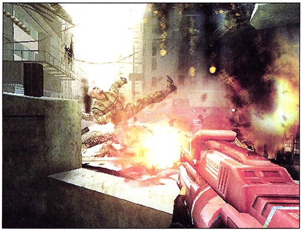
HANDS-ON PREVIEW

Lights, camera, *Faction!*

The original *Red Faction* was certainly no slouch when it came to story. An interesting plot was carried along with a satisfying amount of dialogue, complete with a few unexpected twists and turns. But even so, it looks like **THQ**'s sequel is set to surpass the original in this regard—and every other. From the moment we fired up the playable version, we were bombarded with input: Teammates talk to you and each other; enemies leer and yell; civilians cower and plead for their lives. Scripted events explode with even greater frequency, with enemies blasting through walls or ceilings to get at your team. Graphical effects fill the screen, from smoke and flames to rain (and raining debris); and everything looks noticeably sharper and cleaner than in the original. And behind it all lurks the improved "Geo-Mod" engine, which allows for fully destructible environments. This technology is exploited more seriously than in the original, giving players plenty of options to find alternate paths. One area in this version, for example, features an office of cubicles with a deadly automatic machine gun at the far end of the corridor. You probably *could* survive charging straight at the turret, but it's much safer to use your sticky mines to blast through the cubicles and come up behind it. But you know, it's your call. Look for lots more similar choices this **winter**.

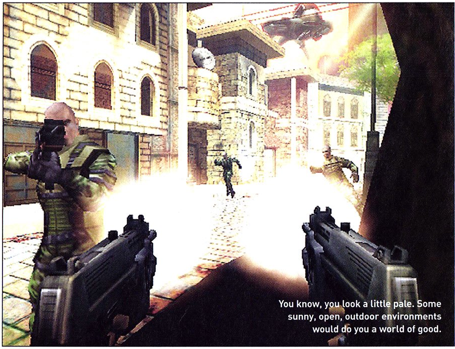
Making progress
240





Chatterbox

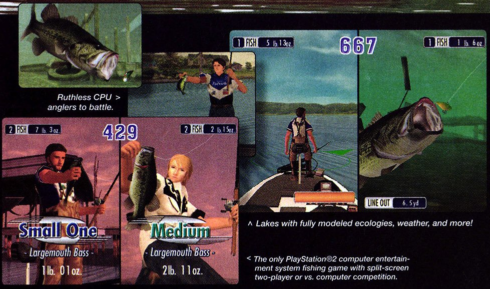
One thing we didn't really expect from *Red Faction II* was the funny dialogue. You get plenty of voiceover from your teammates, but talking to civilians is even better; they often react negatively to your presence, chattering on nervously while you go about your business. But our favorite was the brave reporter above, who kept up a running commentary for his viewers about the goings-on, even telling them we had a gun pointed at his head when we took this screenshot.



You know, you look a little pale. Some sunny, open, outdoor environments would do you a world of good.

Duel to the depth.

SEGA BassFishing Duel™


1 FISH 5 lb. 13oz.
667
1 FISH 1 lb. 6oz.
LINE OUT 6.5yd
2 FISH 7 lb. 3oz.
429
2 FISH 2 lb. 15oz.
Small One
- Largemouth Bass -
1lb. 01oz.
Medium
- Largemouth Bass -
2lb. 11oz.

Ruthless CPU > anglers to battle.

^ Lakes with fully modeled ecologies, weather, and more!

< The only PlayStation®2 computer entertainment system fishing game with split-screen two-player or vs. computer competition.

Sega Bass Fishing Duel will knock you overboard with heated two-player competition. And when you finally run out of friends to beat, you can tackle the CPU opponents, each with their own personalities, strengths and weaknesses. This attitude may not make you popular around the watering hole, but it's lonely at the top, buddy. Who says fishing's not an extreme sport?

EVERYONE
E
CONTENT RATED BY ESRB

PlayStation®2

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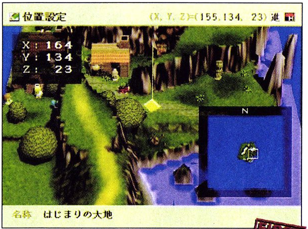


位置設定 (X, Y, Z)=(155, 134, 23) 進

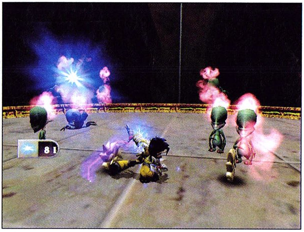
X: 164
Y: 134
Z: 23

名称 はじまりの大地

FIRST LOOK

RPG Maker 2

Though fans of this groundbreaking do-it-yourself franchise may have to wait a bit longer for its release (**Agetec** tells us it's now due out in **February**), it looks like it'll be well worth the wait. Check out the vital stats: more than 100 characters, 120 monsters, 127 magic items, dozens of backgrounds, weather effects, beginner mode and keyboard support. Best of all, the game includes a mini-RPG made by the creators of *Dragon Warrior* solely with the *RPG Maker 2* engine!



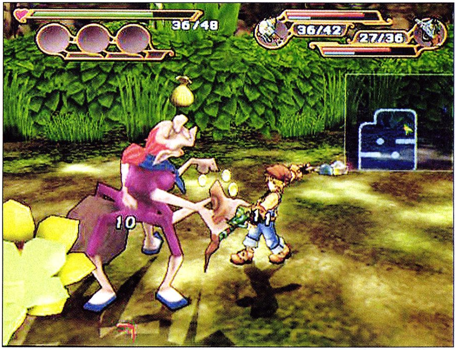
Vexx

Along with *Turok: Evolution*, *Vexx* represents an important part of **Acclaim**'s new image as a more adult-oriented company. Sure, your little brother can enjoy the platforming adventures without any worries this **September**, but Vexx is more than just a furry blue cute guy—he's a furry blue cute guy with claws that were welded to his hands in a very painful way. And he's one *pissed-off* furry blue cute guy targeted at older gamers who need a more mature *Mario*-type challenge.

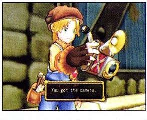
DARK CLOUD 2

If you build it, they will come

Sure, it sounds a bit too much like a junior-high science project, but that doesn't mean fiddling with *Dark Cloud*'s "georama" feature wasn't tons of fun. Still, the game left plenty of room for improvement, which is something that **Sony CEA**'s *Dark Cloud 2* promises to do in time for its **holiday** release. This time around, *Dark Cloud 2* features even more depth to its world-building element, with options to customize your rebuilt towns down to the most minute details, including the paint on your buildings or the direction of individual fence posts. The graphics have also been overhauled (yes, it's cel-shaded—but it looks fabulous, so there!). Plus, the dungeons are even bigger and bolder than before. Yeah, maybe it's merely more of the same with a bunch of improvements thrown in for good measure—but even if that were all that *Dark Cloud 2* offered, we'd still be lining up to play this one.



Claire? I haven't seen her today.
Maybe she is getting snacks at
Polly's shop?



You got the camera.

Oh, Snap!

***Dark Cloud 2* features more objectives within each area, so you're not "just" running around rebuilding villages according to the townies' needs. Pictured above is a camera so you can snap photos for your pals.**

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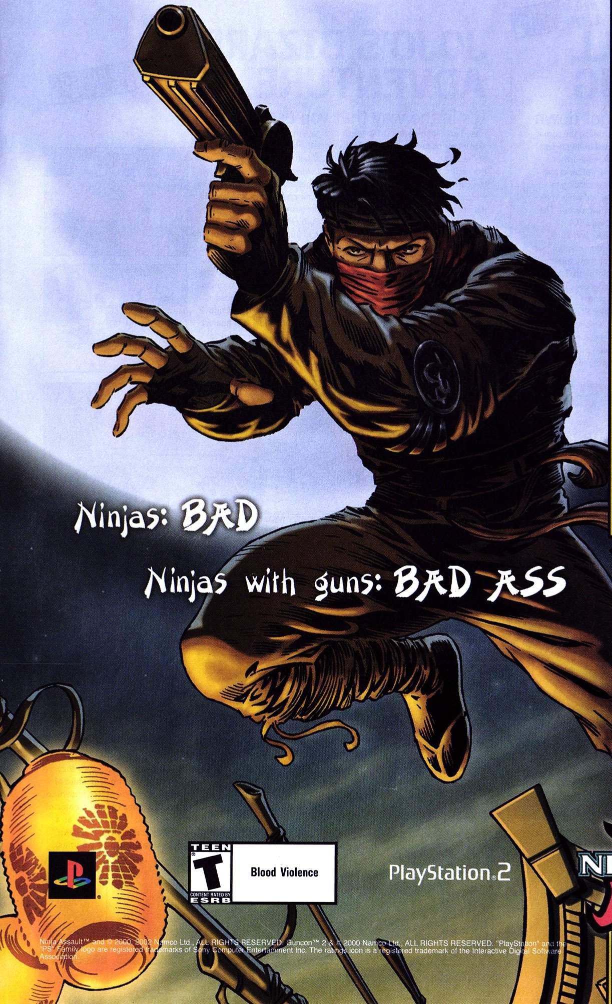

Ninjas: BAD

Ninjas with guns: BAD ASS

Better reload often! Swarms of demons and powerful bosses.

Three intense modes of play to keep those guns blazing.

Insanely fast Guncon™2 blasting action.

GUNCON2

You're part of the action with the fast and accurate Guncon™2

Demon scum this fast require something with a little more pop. So ditch the sword. Dump the stars. And grab hold of the Guncon™2 — official Demon-Slayer of bad ass Ninjas everywhere.

TEEN

T

CONTENT RATED BY ESRB

Blood Violence

PlayStation®2

Ninja Assault

NINJA ASSAULT™

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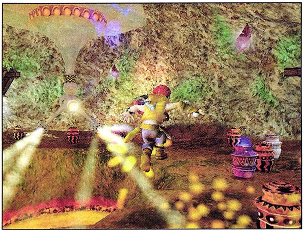
HANDS-ON PREVIEW

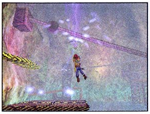
HAVEN: CALL OF THE KING

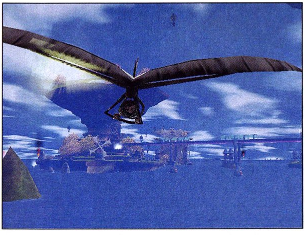
Jump around, jump up to get down

If you thought the 3D-platform genre was already choking the throat of the PS2 this holiday season, think again. Scheduled to hit shelves this **November**, *Haven: Call of the King* is the newest platformer from industry veterans **Traveller's Tales**. The first part of an expansive trilogy, *Haven* (the name of the game's hero) is, according to Traveller's, the culmination of everything they've learned while making games like *A Bug's Life*, *Sonic R* (Saturn), *Crash Bandicoot: The Wrath of Cortex* and *Mickey Mania* (SNES/Genesis/Sega CD).

Beyond the basic platform elements of jump attacks and butt-bouncing, Haven also engages in activities like vehicular combat (thank the former members of the *Rollcage* team for that), turret-based shooting games, hang-gliding and space exploration. The space exploration is particularly cool, because not only does it play like a high-speed *Colony Wars*, but you can leave a planet's atmosphere at will and re-enter any time you see fit. Graphically, the game equals the likes of a *Jak and Daxter* or *Ratchet & Clank*, with a smooth framerate, hi-res graphics and gorgeous special effects. The only question now is if **Midway** and Traveller's can pull all of the game's disparate elements together into one cohesive pie.







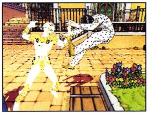
JOJO'S BIZARRE ADVENTURE

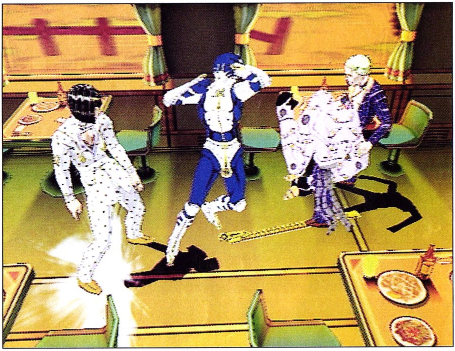
HANDS-ON PREVIEW

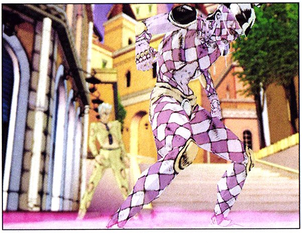
It's in the way that you use it

Based on a long-running Japanese manga series, *JoJo's Bizarre Adventure* picks up slightly beyond where the old PSone fighting game of the same name left off. Whereas the 2D fighter was centered around the series' third generation of characters, *JoJo* for the PS2 introduces the current cast, which is actually the fifth generation. In what must be a localization nightmare for **Capcom**, the new cast of characters is all Italian, with names like Giorno Giovana (the game's namesake—"GioGio"—get it?), Bruno Buccellati and Guido Mista.

The gimmick upon which *JoJo's* thrives is that each character has a magical partner called a "Stand." These allies have supernatural abilities (Giorno's stand, Gold Experience, has super strength, speed and bizarre botanical powers) and can absorb damage for their hosts. The game is practically a sequential series of boss fights, requiring you to decipher the bosses' patterns and attacks. For example, one boss, Beach Boy (named for the band), casts a fishing rod Stand at Bruno. If the line catches Bruno, it's an automatic three hits and a kick against him. But if Bruno dodges it, he gets three hits on Beach Boy and an additional Stand attack. *JoJo's* is, as you can tell, an extremely unique game that bears watching as we near the game's **fall** release date.

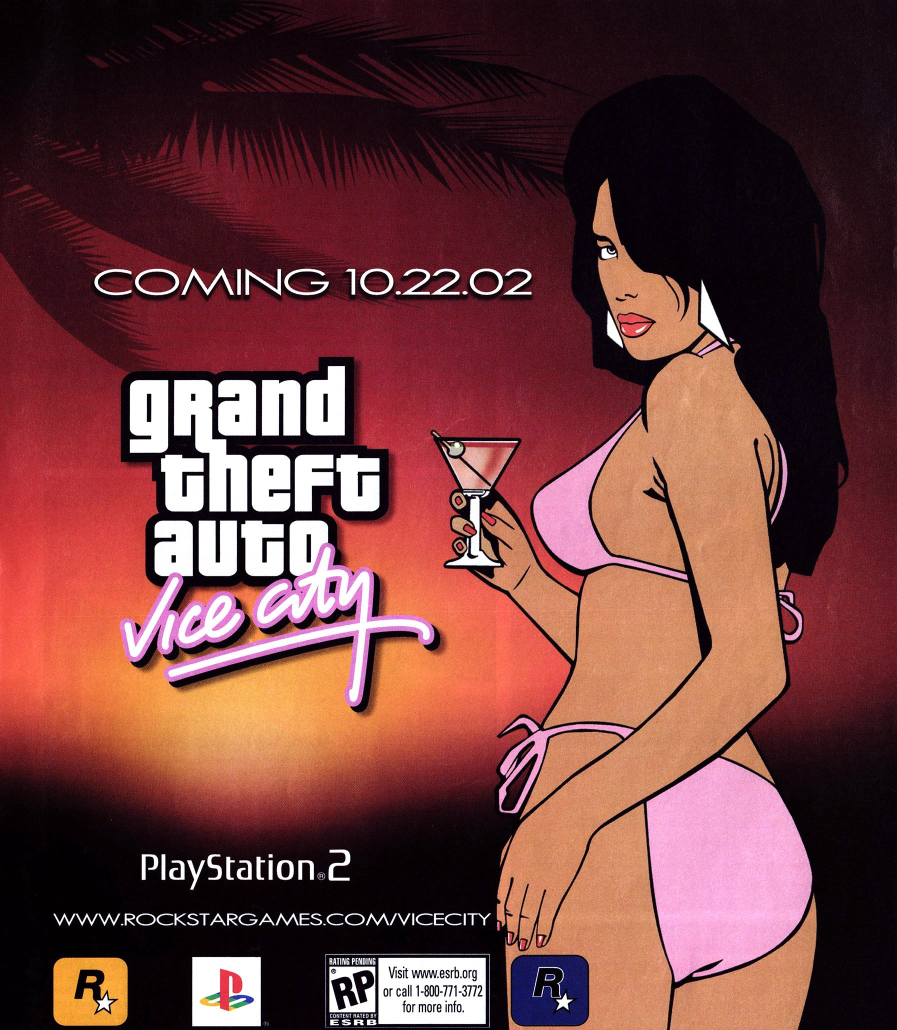






The Manga

Debuting in 1987, *JoJo's Bizarre Adventure* is the brainchild of Araki Hirohiko, better known to U.S. audiences as the creator of *Baoh*. *JoJo's*, which runs as a weekly comic strip, has been collected in 60-plus volumes.



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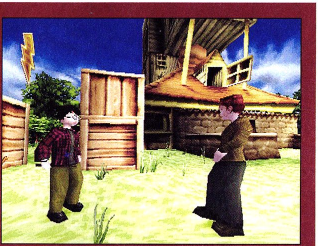


Harry Potter and the Chamber of Secrets

PSone™

The Boy Who Lived lives on with this **November** PSone release, due out along with the second Harry Potter movie—and it's not just a lower-res port of the PS2 version. In fact, it's its own game, featuring all of the action of *Chamber of Secrets*, plus a great deal of character interaction. The improved Quidditch mode includes a more aggressive opposing Seeker, as well as a turbo boost and barrel-roll maneuver.

Shrek: Treasure Hunt

PSone™

After starring in a few games on other systems that stunk more than his home (whose idea was *Swamp Kart Speedway*?!), Shrek makes his PSone debut this **fall** in *Shrek: Treasure Hunt*. Aimed squarely at the li'l ogres out there, *Hunt* features you as the not-so-jolly green giant on a search for missing picnic pieces so that you and Fiona can enjoy a hearty meal. **TDK** and **The Code Monkeys** offer up 10 minigames like fishing and tug-of-war, all set in and around Shrek's swampy home.

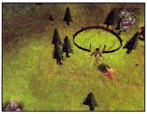
BLACK & WHITE

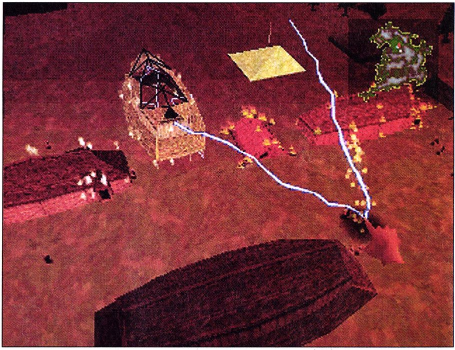
Play god on your PSone

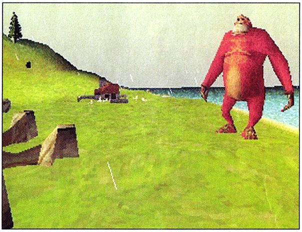
If you keep even the slightest tabs on the PC gaming scene, you're no doubt at least familiar with *Black & White*'s unique premise: As a deity represented by an animal dwarfing all below, you reign supreme as the god of a tribe willing to serve your every want and need. Its people live only to serve you.

One of the most common accolades *B&W* received on PC was its allowing you total freedom to become whatever type of deity you please. On one hand, the game permits you to rule as a kind and gentle god, your worshippers serving you because they truly love the way you treat them. On the other hand, however (and the way we're certainly looking forward to playing!), you can choose to rule in such a malevolent manner that your followers only do so out of fear for their lives. Say it with us: *HA HA HA!!!*

As the game begins, you must choose to reign supreme over one of eight civilizations, each with its own unique strengths and weaknesses. From there, much of the gameplay takes the form of minigames that test your ability to rule. Discipline thieves in the most appropriate manner, heal sick villagers, help out stranded fishermen with a gust of wind, and more. Or just kill everyone. It's fair to say that **Bethesda** has our interest piqued with this one, and PSone owners should eagerly await its **fall** release.

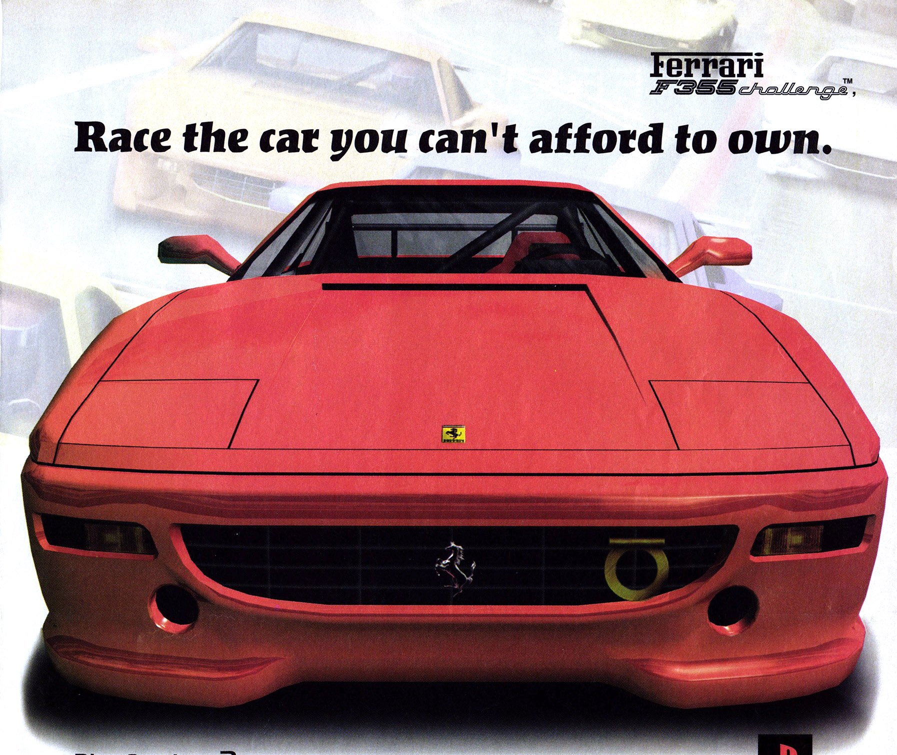






Animal Instincts

See that big orangutan to the left? That's you in *Black & White*—well, sort of. You see, as an all-powerful deity reigning over a civilization, you can only manifest yourself to the little people in the form of a giant animal. So it's not *really* you they see—just a really freakin' tall avatar that should scare the hell out of anyone who sees it. *B&W* allows you to choose your earthly manifestation from any animal seen in the game. And you thought humanity was the dominant species!



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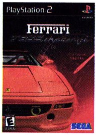
PlayStation 2
Ferrari
SEGA

POSITION
6/8
57
1/5
088 mph

POSITION
8/8
25
3/3
031 mph

REPLAY
1/3
073 mph

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MATURE
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Strong Language

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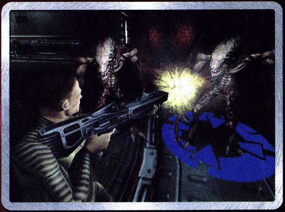
Your pulse pounds in your temples. Your crewmembers lie dead or dying around you. All you know for sure about the alien invaders is that you're next on their hit list. Time is running out. So is your life.



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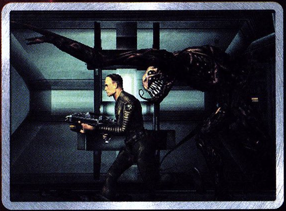

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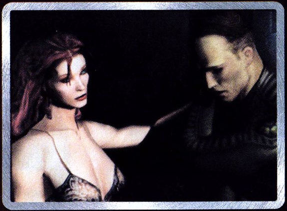

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HUNT OR BE HUNTED

HEART OF GOLD

WITH KINGDOM HEARTS, DISNEY AND SQUARE UNLOCK THE MAGICAL FORMULA FOR A SPELLBINDING GAME

By Gary Steinman

It all began on an elevator ride.

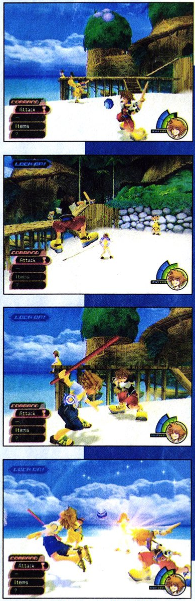
"Square is right above our Japan offices in the same building," explains Dan Winters, vice president of product development for Disney Interactive. "So as some people from Disney Interactive were taking the elevator up to their offices and some folks from Square were taking the elevator up to their offices, they got to talking and saying, 'We should be working together.' That's how the whole discussion got started."

Though Winters clearly claims the Disney and Square staffers were heading upward during that fateful ride, it wasn't so apparent in those early days where this dream-team collaboration would end up. Would it reach the heights of other historic pairings, hopping ever skyward toward gaming heaven—much like that suspender-clad plumber once did when Square and Nintendo teamed up for the 1995 Super NES classic *Super Mario RPG*? Or would it drop to the dark depths, stopping at every floor along the way, yielding a bottom-dweller of biblical proportions, a terrible twosome that would give Cain and Abel a run for their money?

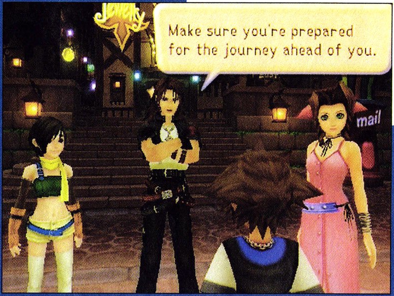
Flash forward to today, and *Kingdom Hearts* is already a smash hit in Japan, earning praise from the pundits and plaudits from the public. Due to hit U.S. store shelves any day now, this Disney/Square RPG seems poised to perpetuate its overseas opulence. But is it any good? Does it truly live up to its promise? Does it capture that unique magic offered by both Square and Disney?

The short answer: absolutely. *Kingdom Hearts* is everything you'd expect from Disney and Square—and more. From the spellbinding story to the captivating characters to the gripping gameplay and gorgeous graphics, *Kingdom Hearts* is an exhilarating experience. So tag along as we hitch a ride on that elevator to find out how this game was put together, what it's all about, and what makes it so darn special.

Kingdom Hearts



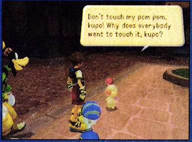
With their different styles of attacks, Tidus (short-range), Selphie (mid-range) and Wakka (long-range blitzball tosses) train you for all kinds of possible encounters. Don't even bother to finish your second day on Destiny Island until you're able to defeat all three at once.



It's one thing to say you'll team up to produce a game. It's a whole other thing to actually pull it off—especially when you're dealing with two of the biggest names in the business. On one side, you've got Square, the powerhouse behind the vaunted *Final Fantasy* franchise, not to mention numerous other titles that helped define and redefine console gaming. On the other, you've got Disney, the master storytellers, fable-weavers of inordinate skill, spinners of yarns with timeless appeal and ageless charm. Two titans, both at the top of their game, and somehow they'll have to tango together.

Inevitably, you'd think, egos would get involved, rules would be made and broken, concepts would be generated and rejected—and the game would descend into development hell. It's just too...odd, quirky, weird, difficult, whatever—it simply won't work. It's bound to fall apart, to end up in the trash heap along with so much other licensed rubbish. Or so you might think.

Not so, says Disney's Dan Winters. In fact, he's quick to point out how smooth the development process was. It wasn't about back-and-forth bickering, he claims. Or logistical logjams. Or even something as benign as "compromises." "I would call it collaboration instead," Winters says, lavishing only the highest praise on the Square team. And he's not alone in that sentiment, as every Square staffer we spoke with echoed that sentiment.


Don't touch my pom pom, kupo! Why does everybody want to touch it, kupo?

Of course, it wasn't entirely smooth sailing. In the very beginning, the two sides had a tough time simply figuring out what kind of game this would be. "We talked about different types of titles. I think there was some discussion about a Mickey product," Winters says. "And the folks at Square actually had an idea that we couldn't get our hands around."

Enter Tetsuya Nomura, a rising star at Square, the character designer for *Final Fantasy VII*, *FFVIII* and *FFX*, the man behind Cloud, Squall and Tidus, along with other Square favorites like *Parasite Eve*'s Aya Brea. Fresh off his work on *FFVIII* and just starting on his designs for *FFX*, Nomura was looking around for the right project to call his own. When he heard about the Square/Disney partnership, he jumped at the chance.

"The big break was when Nomura-san got involved in the discussion," Winters says. "Tetsuya came in there and said, 'You know, I got an idea. I'd like to present it.' And he did, and it was spectacular. That really moved the discussions along a lot quicker because we really grabbed on to that. Square loved it. We loved it."

But even with Nomura aboard, *Kingdom Hearts* still ran into some rough waters, in part because Nomura's "creative ideas were so out there," Winters notes. Among the concerns on Disney's part: Nomura was initially too aggressive in the way he wanted to mix up all the different Disney characters throughout the game—a big no-no for the folks at Disney. "We had to massage Nomura's ideas a little bit to get them to where they fit for what's right for Disney brands," Winters says.

"And then," he adds, "the work started."

Worlds Apart

For Nomura, who became *Kingdom Hearts*' character designer and director, necessity was the mother of invention.

"I actually had a battle system in mind for a future game. It was my own battle system," Nomura says. "I knew that I would eventually have a game that would utilize my ideas for this system." The

COMMAND
Talk
Items

A GUIDED TOUR THROUGH THE WORLDS OF KINGDOM HEARTS

destiny island

What's gotten into you?

After an initial dream sequence, you'll find yourself on Destiny Island, Sora's homeworld. Bright and cheerful, this island is primarily a place to introduce the story and the gameplay. It's here you learn about Sora, Riku and Kairi's desire to get away and explore other worlds. It's also here that the Heartless first appear, sweeping away all that you know and love.

Kairi sends you on a series of basic fetch-quests, where you'll gather up items for your coming journey. The tasks are pretty simple, but they'll get you up to speed with the game's control scheme. You'll also run into three familiar *Final Fantasy* faces, who help train you for battle.

When you're in the "Secret Place," be sure to use the first-person view to check out all the drawings on the cave wall. See if you can spot the chocobo!

Snow White and the Seven Dwarfs

Essential Disney DVD
Snow White and the Seven Dwarfs
It's got nothing to do with Destiny Island, but it introduces you to one of the main baddies you'll meet later in the game.

COMMAND
Attack
—
Items
?

Disney/Square project seemed like a perfect fit to debut his combat system (which, Nomura concedes, "was still raw"). "So it wasn't the concept and story existing, then creating a battle system," Nomura explains.

The next bit of necessity grew out of one of Disney's key guidelines: a crucial separation between its many licenses. As Winters explains, each Disney "world" needs to be thought of as a real place that goes beyond the movies, the TV shows or the attractions at the amusement parks. Take Aladdin, for example. You need to believe that this love-struck street rat actually lives in Agrabah, along with the Genie, Jafar and Jasmine. Naturally, you couldn't just have Belle from *Beauty and the Beast* traipsing through the deserts of Agrabah. Likewise, you couldn't have Peter Pan swimming alongside Ariel or Tigger tagging along with Tarzan. "That would completely wipe out everything we've built up in the properties," Winters says. With that in mind,

COMMAND
Attack
—
Items
?

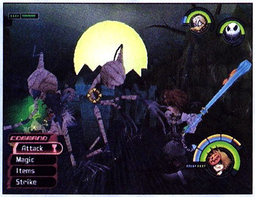
Heart Attacks

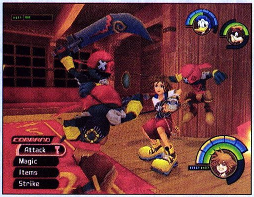
Way back at E3 2001, when we first spoke with director Tetsuya Nomura about *Kingdom Hearts*, he promised to deliver a unique battle system for his game but was coy with details. "It's a system that's very new, to say the least," he told us. "But you'll just have to wait until the game comes out to see what we mean."

Now that we've played it, we can tell you *exactly* what this battle system is all about. We can also tell you that Nomura wasn't exaggerating in the slightest when he promised something completely different.

Kingdom Hearts merges the quick action of real-time combat with the choices available in a menu-driven turn-based RPG. Here's how it works: You directly control lead-character Sora, while Donald and Goofy follow your lead via A.I. control. Whenever an enemy appears on screen, the action begins. The heart of combat revolves around the X button, which triggers your attacks. As you gain experience, you'll learn new skills that let you pull of combos, counterattacks and special moves. Eventually, you can also use the Square button for guarding or dodging, and the O button for jumping.

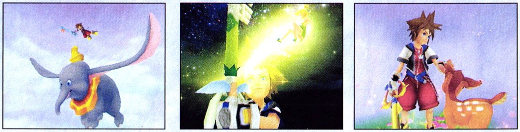
But that's not all. In the lower left-hand corner of the screen, you'll notice a menu, which you can negotiate with the D-pad or the right analog stick to use items from your inventory, cast spells (including summons!), or pull off special moves. Remember, though, that you're playing with these menus in real time. The action *never* stops. And, no, you can't pause the game to use an item or trigger a spell.





Meanwhile, there's a treasure trove of elements to fiddle with when you're outside of battle. You can (and *should*) adjust your teammates' A.I. You'll need to pick and choose which abilities you want to attach to each character. You can equip new Keyblades and other weapons. And you can set up a few "quick key" commands (using L1 with one of the buttons) to efficiently call forth your favorite spells. "Battle systems are usually recognized for their action element, but equipment, abilities and forming your party take on the other dimension of our system," explains battle director Yuuichi Kanemori. "How they are combined can trigger a completely different style of battle because it is implemented with strategic aspects and balance adjustment. I suggest that you attempt various combinations and find one that is best suited to the style you like to fight. Preparations prior to the boss battles are especially important."

If it sounds like *Kingdom Hearts'* combat is packed to the rafters with scads of variables, that's because it is. "Even for the hardcore gamer, it's going to be very challenging," Nomura says. "The battle system has so many different combinations that you can do."



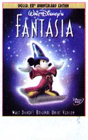
Dumbo, Tinkerbell and Bambi are just three of the many summon spells you'll gain. As you'd expect from Square, each summon is accompanied by an exquisite intro sequence. You can also directly control several of your summoned helpers. Nothing beats riding Dumbo and splashing those Heartless with his mighty trunk!

traverse town

I'm in another world!

This "hub world" might seem small at first, but it expands as the game goes on, with new areas opening up all the time. You'll be returning here quite often—and when you do, be sure to explore everywhere. It's in Traverse Town where you'll run into Aerith, Leon, Cid and Yuffie, along with a few Moogles, all of whom play a considerable role in the story.

A few tips on Traverse Town: Don't forget to return to the Dalmatian's mansion, as Pongo and Perdita will give you new items to thank you for finding their missing puppies. Be sure to visit the Fairy Godmother, who can turn certain gems into Summon spells. And look everywhere: hidden treasure chests abound here, on rooftops, in corners, in shadows and on ledges. And don't forget to mail out those postcards you find....



ESSENTIAL DISNEY DVD
Fantasia
A true classic and a visual masterpiece. Watch it and you'll understand why Disney has always been on the cutting edge of animation.

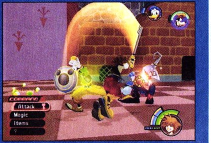
WHO'S THAT GIRL?

She's been called the Britney Spears of Japan—which is a bit unfair, since she looks and sounds nothing like her. But what Hikaru Utada does have in common with Britney is her superstar status—she's the best-selling Japanese recording artist ever. Unlike Britney, though, this bilingual singer actually writes her own tunes, something that's also fairly unique among most J-pop stars.

Hikki, as she's known, sings *Kingdom Hearts*' theme song, which she rerecorded in English for the U.S. version of the game. She's currently working on her first U.S. album with Island Def Jam. Until it's out, check out her Web site, www.toshiba-emi.co.jp/hikki/, for news, sound clips and pics.

Nomura built the framework of a story around the concept of world-hopping—of traveling through space to different planets, each with a different Disney theme.

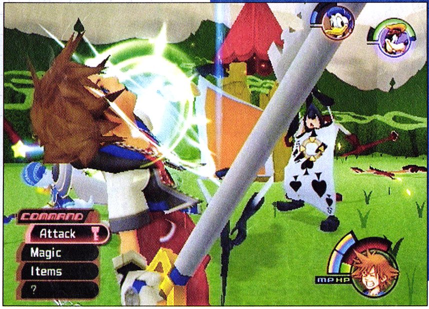
Nomura's final challenge was to create characters who could believably blend in with any and all of these different worlds. "I wanted to be sure that when Sora and Kairi are lined up next to Disney characters, they wouldn't be out of place or look like they just popped into the Disney world," he says. Goofy and Donald were chosen as Sora's cohorts because, according to Winters, they can transcend any single world. "Donald and Goofy actually play roles as actors, much like they did in other Disney films," Winters explains, citing *The Prince and the Pauper* and *Mickey and the Beanstalk* as two examples. "They're still who they are, but they have costume changes and they're playing a role, Donald being the court magician and Goofy being the court guard." Finally, Nomura suggested that Sora, Goofy and Donald change forms to adapt to certain Disney settings, morphing into spooky monsters in Halloween Town and sea creatures while underwater. "I knew that Disney wouldn't have allowed Donald and Goofy to exist in Little Mermaid's world in their regular costumes," Nomura explains.

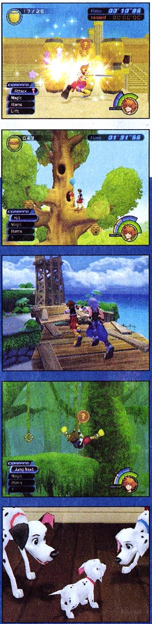


With a raw battle system and rough storyline in place, Square was ready to begin the business of actually making the game. Realizing the potential of this potent crossover, Square gave Nomura free reign to tap into the company's vast development resources. As Nomura explains, he needed the very best of the best in order to capture that special Disney magic. "For *Kingdom Hearts*, in order to maintain that consistency and high quality of the Disney characters, I was given the ability to pick and choose the lead members of the team working on the game," Nomura says. "And, not to sound big-headed, but I had the power to pull my people together."

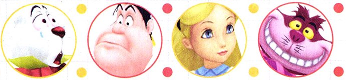
Once assembled, the team had to immerse themselves in all things Disney. To do so, they entered into a grueling six-month period of pure preparation. "Within a game-development cycle, six months might not sound like that long," Nomura says, "but for a good six months, the animators and others actually did the research and re-created animations over and over, some of which never even got used."

> **"Donald and Goofy play roles, much like they did in other films."**

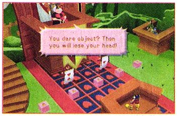




Kingdom Hearts is packed with minigames and extra quests. Among the many, you'll swing from vines, bust up barrels, run an obstacle course, and track down 99 dalmatian puppies.



wonderland

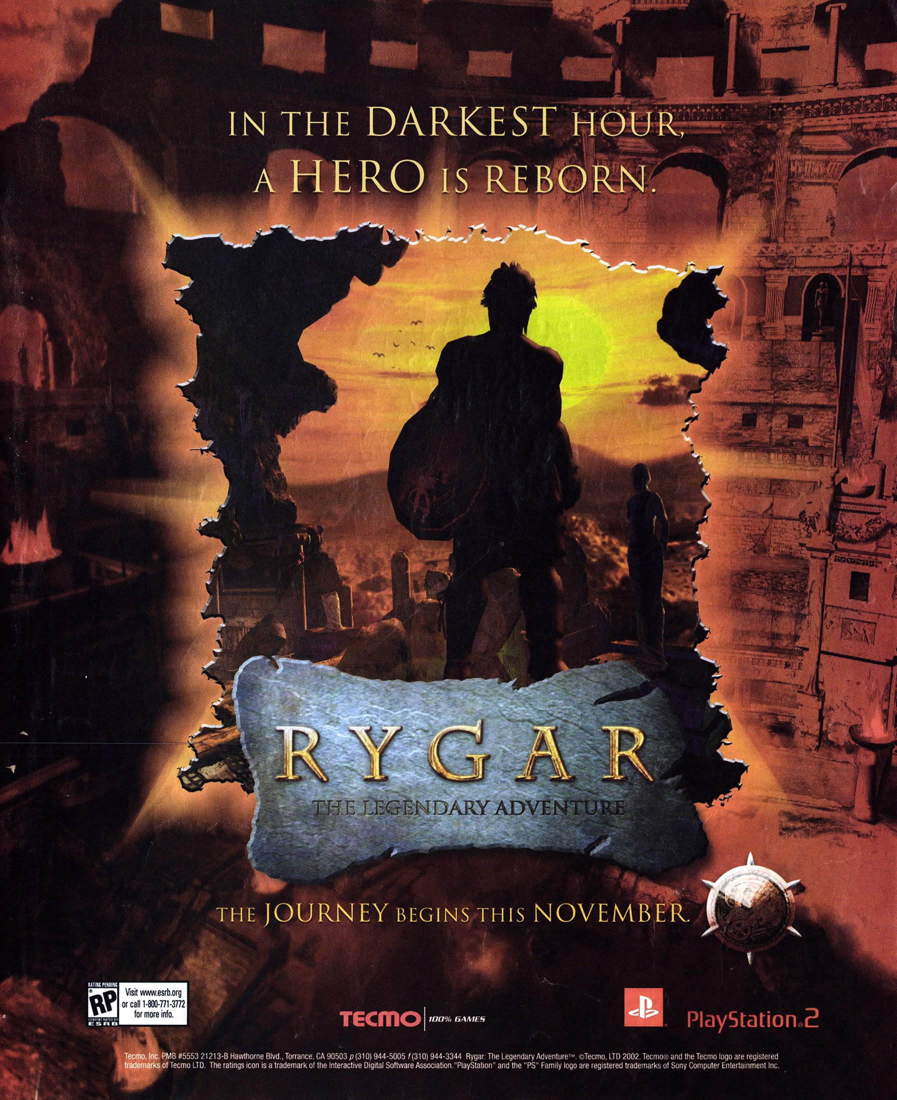


The first of the Disney worlds, Wonderland is a bit claustrophobic. You'll probably have a tough time with some of the battles because your characters aren't all that powered up yet. While the animation is fantastic and the characters are memorable, the level itself is the least fun of the lot. Don't let it sour the rest of your tour through *Kingdom Hearts*, though, as it's a fairly brief visit and things only get better from here on.

Quick tip: If you can't get to a chest that's in plain sight...well, you can't get to it. Take the Tea Party Room, for example. You'll see some chests above you—and if you're like us, you'll be tempted to jump around for a good while trying to reach them. Guess what? You'll only be able to nab them later on when you have other abilities, so don't waste your time. Come back later.

Walt Disney
Alice in Wonderland

ESSENTIAL DISNEY DVD
Alice in Wonderland
Get past the hokey music and you'll be treated to one of the most surreal movies ever. A killer acid trip? Or the ultimate anti-drug pic?


IN THE DARKEST HOUR,
A HERO IS REBORN.
RYGAR
THE LEGENDARY ADVENTURE
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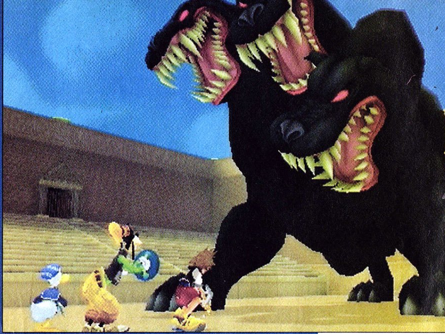
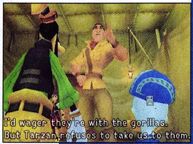
Kingdom Hearts




I'd wager they're with the gorillas.
But Tarzan refuses to take us to them.

Keys to the Magic Kingdom

During this preproduction process, Disney did all it could to help the Square team fully grasp the essential qualities of Disney animation. "We set up chalk talks with the directors and the producers of the movies," Winters says. "We had some animators who are world-renowned come in and actually sketch out things with Square. The Square folks came over here and met with them, and they talked about the motivation behind how they got the characters to communicate through the physical sense, because a lot of that was going to have to be displayed in 3D."

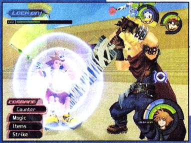
Tatsuya Kando, *Kingdom Hearts*' animation director, absorbed as much of this Disney inside info as possible, knowing he had the difficult task of taking some of these beloved characters into the third dimension for the first time ever. He made it his goal to truly understand the *essence* of Disney animation, watching nothing but Disney films and videos for six months straight. But, he says, it wasn't enough to simply mimic Disney's style and quality. He needed to get intimately familiar with the characters. He had to know what makes Peter Pan tick, what drives Pinocchio through his adventures, what motivates Winnie the Pooh to get out of bed every morning and begin his day.

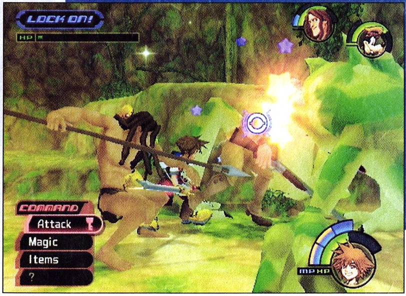
"In creating animation for the Disney characters, we were especially cautious about creating movements that fit the characters' personalities," Kando says. "While the quality of the movement itself is crucial, Disney was even more concerned with keeping within the characters' image. So, when directing the animation team, I continually kept in mind the thought, 'This character would move like so in this situation.'"

But psychoanalyzing Sebastian the crab still wouldn't be enough. Disney also has strict sets of rules for all its characters, regulating every detail of their images and movements. "When you talk about the style of the characters, that's set in stone," Winters says. "There is no flexibility in that. I mean, the Genie is the Genie." Here, too, Disney was willing and eager to share all its detailed style guides, which offered in-depth and specific instructions for every aspect imaginable.

Once Square mastered the Disney style, the team then had to rethink how they animate their own characters to properly fit within this new universe. "We were able to do so by making the Square characters move a bit more like the Disney characters," Kando says. "For the Square characters, we created some detailed movements that weren't done in past Square titles."

Spend a few minutes with Sora, and you'll see what Kando is talking about: While on the surface, he looks like he's straight out of a *Final Fantasy* game, with his spiky hair, oversized Keyblade and abundance of jewelry (a Nomura trademark, it seems), everything changes once you get him moving. Watching Sora lope about, tumble around, run, jump and fight, you can't help but see the Disney influence in every frame of animation. It's at once smoother, more detailed and more lifelike (in its own cartoonish way) than any Square character you can think of. This same quality was also added to many of



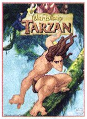


deep jungle

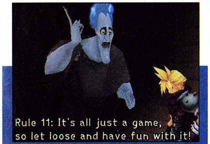
COMMAND
Attack
Magic
Items

Ahh, this is where things start getting really good. With fun enemies, a few minigames, lots of extras and cool characters, Deep Jungle is a blast. This is also where you get to swap in your first new party member. Here's what we recommend: Replace Donald with Tarzan. Why? Because Donald is annoyingly weak and virtually useless in the beginning of the game. Meanwhile, Tarzan is souped up and raring to go. What's more, Donald will gain the same amount of experience while on the sidelines, so it's the best of both worlds: You get to fight with a super-cool, super-powerful ally, while Donald continues to get stronger.

After you beat this level, you get your first new Keyblade. Be sure to equip it right away, as it gives you a nice boost. Plus, it just looks rad.

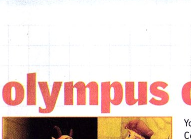


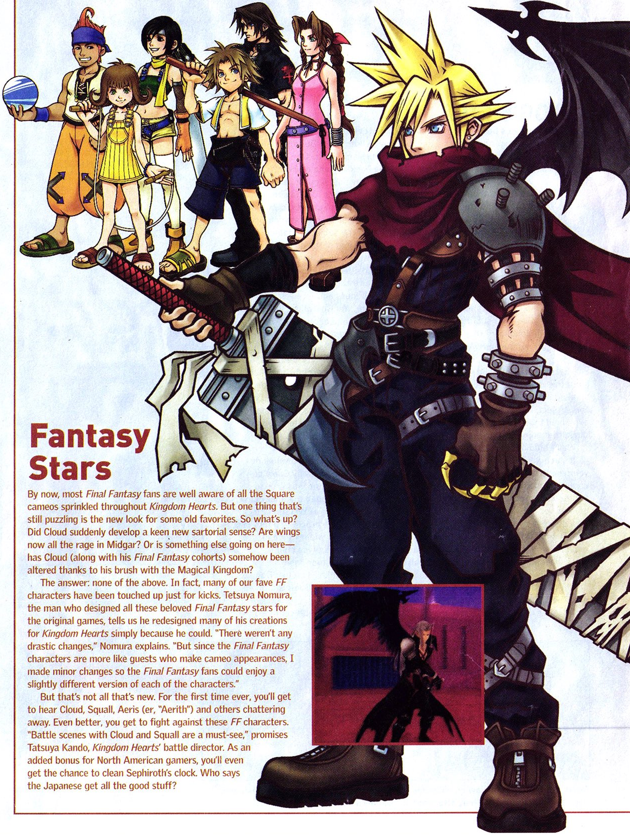
ESSENTIAL DISNEY DVD
Tarzan
With action scenes that rival the best summer blockbusters, along with a dark, brutal final showdown, *Tarzan* is one badass flick.


Rule 11: It's all just a game, so let loose and have fun with it!

the *Final Fantasy* cameos sprinkled throughout the game.

Finally, Kando had to strike the right balance between the two distinctly different styles of animation that are popular here and in Japan. Anyone who's even vaguely familiar with *Dragonball* (or any other Japanese import on the Cartoon Network) can tell you there's an enormous gulf between a Disney film and the typical anime program. "In general, I believe the characteristic of Japanese animation is to take away poses in between to make it feel 'speedier.' In contrast, American animation is less frenetic, with more fluid movements," Kando explains. "However, looking at recent theatrical releases, it's apparent that both sides have taken in each other's styles and qualities and have become closer in look. The same goes for *Kingdom Hearts*. Battle scenes are action-oriented and there were many instances where we had to create the animation to give it a more powerful and energetic feel. In such cases, I went by the 'Japanese animation' way. And in event scenes that require more detailed displays of movement and performances, I followed the 'American' way. Overall, we tried to implement the strength of both styles depending on the situation and used each technique to display the best."





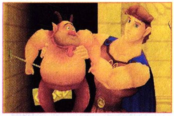
Fantasy Stars

By now, most *Final Fantasy* fans are well aware of all the Square cameos sprinkled throughout *Kingdom Hearts*. But one thing that's still puzzling is the new look for some old favorites. So what's up? Did Cloud suddenly develop a keen new sartorial sense? Are wings now all the rage in Midgar? Or is something else going on here—has Cloud (along with his *Final Fantasy* cohorts) somehow been altered thanks to his brush with the Magical Kingdom?

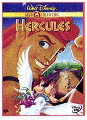
The answer: none of the above. In fact, many of our fave *FF* characters have been touched up just for kicks. Tetsuya Nomura, the man who designed all these beloved *Final Fantasy* stars for the original games, tells us he redesigned many of his creations for *Kingdom Hearts* simply because he could. "There weren't any drastic changes," Nomura explains. "But since the *Final Fantasy* characters are more like guests who make cameo appearances, I made minor changes so the *Final Fantasy* fans could enjoy a slightly different version of each of the characters."

But that's not all that's new. For the first time ever, you'll get to hear Cloud, Squall, Aeris (er, "Aerith") and others chattering away. Even better, you get to fight against these *FF* characters. "Battle scenes with Cloud and Squall are a must-see," promises Tatsuya Kando, *Kingdom Hearts*' battle director. As an added bonus for North American gamers, you'll even get the chance to clean Sephiroth's clock. Who says the Japanese get all the good stuff?

olympus coliseum



You'd think a level that's based around a single coliseum would get a bit stale. Not so. Olympus Coliseum may be just a setup for a series of tournaments—several of which are optional—but fight through them, and you'll get tons of experience and some incredible items. You'll also have lots of fun. Best of all, it's here that you'll run into *Final Fantasy VII*'s Cloud—and that's just for starters. Let's just say that if you take the time to return here again and again, you'll get to "square" off against some, er, "fantasy" fighters. The first time here, though, you might have some difficulty getting past Cerberus. If you can't defeat him after a few tries, then just give up. Really. Come back later when you've built up your characters, and you'll be able take him on. Don't worry—he'll be exactly where you left him, waiting to chomp on your sorry butt.



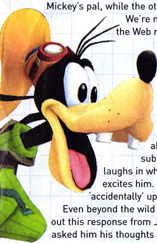
Essential Disney DVD
Hercules
Come for the heart-warming, humorous tale of Hercules' quest for glory. Stay for James Woods' brilliant turn as the slimy Hades.

Kingdom Hearts

A DOG'S LIFE

It's a problem that's been dogging Disney fans for decades.

OK, Pluto's a dog. And Goofy's a dog. So they're both dogs. But one stands upright and talks, while the other walks on all fours and barks. One is Mickey's pal, while the other is his pet. What the heck is going on here?!



We're not the only ones bothered by this. A quick search of the Web reveals a trove of troubled essayists. On his site (www.violentnation.com), Shawn Sutherland writes about the apparent S&M relationship between Goofy and Pluto: "Although long the subject of debate, Goofy is a bonafied [sic] dog. So what of the domineering relationship between him and his fellow canine, Pluto? Pluto, obviously renamed after 'Uranus' was lacking subtlety, is forced to wear a collar, a leash, and nothing else. He trots about on all fours and receives daily abuse from Goofy, his 'owner.' Yet Goofy lives in a normal, suburban house, is fully clothed, and occasionally gulps and laughs in what is obviously a homoerotic tone that most likely excites him. And Goofy is constantly causing acts of bodily harm 'accidentally' upon himself. Goofy and Pluto are both sick bastards."

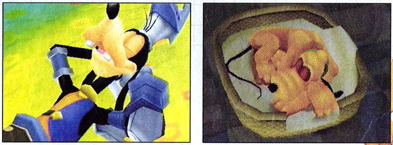
Even beyond the wild world of the Web, citizens are concerned. Just check out this response from Jun Akiyama, *Kingdom Hearts'* event director, when we asked him his thoughts on the Goofy/Pluto conundrum. "Before I worked on this project, I was troubled by this," he says. "However, when the Disney staff explained that Goofy and Donald are humans, and they don't act like a dog or a duck, that somewhat convinced me."

Wait...hold on there! Say what?!

It's actually pretty simple, claims Dan Winters, vice president of product development for Disney Interactive. "Honestly, there was a reason why Goofy became a human-like character and Pluto did not," he says. "Pluto was around before Goofy was. And the characters were designed and created to either complement or to balance out characters that Disney already had by Walt. In 1934, they decided they wanted Mickey to have a complementary character, so they created Donald Duck. Donald was a little more sassy and had a wider range of emotion, and that allowed Mickey to become more of a leader-type character. Then they decided to create a Goofy character for a humor base."

Basically—if you buy Disney's reasoning—Goofy is "human," just like Donald and Mickey are. But Pluto, who was created a few years before Goofy stumbled onto the scene, was and remains a standard-issue mutt.

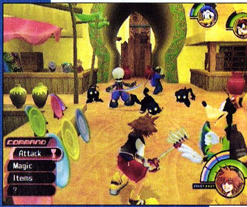
So that explains that. Or, uh, maybe not. Doggone it—we're still confused!

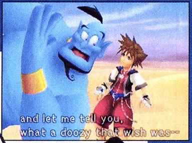


Goofy and Pluto snooze away, oblivious to the great conundrum of their existence. Yep, it's just another dog-day afternoon for Disney's two superpooches.

All that effort thinking about and then actually animating the game certainly was time well-spent. *Kingdom Hearts* is easily one of the best-animated games to grace any system. All the characters look and move exactly like you'd want them to—which is no small feat considering the swarm of Disney stars who overwhelm this game. From *Hercules'* foul-tempered Phil to *Aladdin's* gregarious Genie, from the tree-swinging Tarzan to tiny Tinkerbell, each Disney creation is lovingly and painstakingly brought to life. It's so good, in fact, that Kando can't help but be pleased with the outcome.

"I'm very proud of our accomplishment. I'm proud of the reproduction and the quality of Disney animation throughout the entire game," he gushes. "The amount of it is quite substantial in itself. I'm still a bit surprised that we were able to pull it off. I believe that even a hardcore Disney fan would be very happy with what we produced."





Heart of Darkness

But pleasing Disney fans is less than half the battle. This is still a game, after all—and a Square game, too, which carries its own set of high expectations. And we can't forget that plenty of gamers continue to carry the misguided belief that anything Disney just wouldn't be fun for them—a notion that Nomura both understood and wanted to quickly disprove.

"I knew from the beginning that there would be misperceptions about the game—that not everyone would get it right away—because of the image that the Disney worlds have," Nomura says. "But there wasn't a single targeted audience that I had from the beginning. I wanted more to just expand on what's already been done in the Disney worlds and try to add originality to that. I didn't want to narrow down the audience, but actually widen the audience and try to overcome those misunderstandings and misperceptions by creating some original stuff that would blow people away."

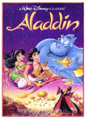
The most obvious—and arguably most important—original element in *Kingdom Hearts* is Nomura's battle system. With its foundation in real-time action along with its reliance on menu-driven magic and commands, Nomura's system certainly is unique, combining elements found in both action and traditional RPGs. "When you take the controller into your hands, I think there is a distinct feel—almost like a thrilling experience," boasts Yuuichi Kanemori, *Kingdom Hearts'* battle

agrabah

So, Jafar is after Jasmine and this "Keyhole."

The first time you see the Genie in motion, you'll understand exactly what we're talking about when we gush about *Kingdom Hearts'* stunning animation. But it's not the graphics that make Agrabah such a delight. The town is a well-constructed maze that'll have you hopping around the rooftops while you fight through swarms of Heartless. Try not to get too annoyed at the jumping bits, though, which can get a bit slippy at times. Once you get to the Cave of Wonders, you'll need to have Aladdin in your party in order to activate the Monkey Statues. After finishing the level, be sure to head back to Traverse Town and use the Green Trinity to open up the Moogle's synthesis shop.

Agrabah also stands out because it's the world where we really came to grips with the battle system. From this point forward, combat only gets better—but it also gets tougher, so watch your back!



ESSENTIAL DISNEY VIDEO
Aladdin
What's not to love about a film with the ultra-annoying duo of Robin Williams and Gilbert Gottfried? Maybe the fact that it's still not on DVD?

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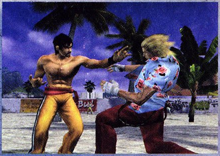
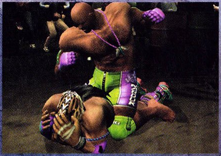
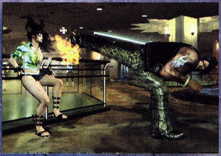
Modes of play including Story, Survival and Tekken Force.



Favorite Tekken veterans with new moves and looks.



New fighters jump into the ring.



Interactive environments bring a brutal new twist to the brawl.

That'll leave a mark!

The wait's over. The series that's left the deepest mark on the fighting genre is back for another round. Happy pummeling.

PlayStation 2

TEEN
T
CONTENT RATED BY
ESRB
Violence

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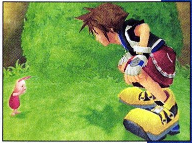
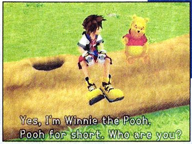
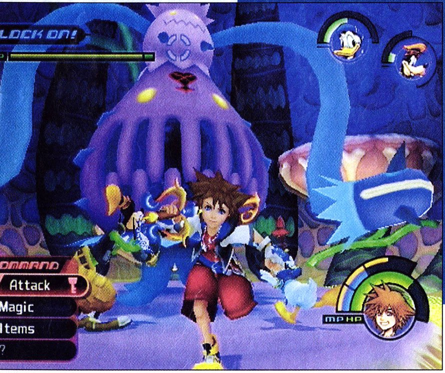




director. "You will not understand the true excitement of this game without taking the controller in your hands." (For more on the game's combat, be sure to check out "Heart Attacks" on page 129.)

And then there's the story—the other key component to any good role-player. Here, too, *Kingdom Hearts* doesn't disappoint. On the most basic level, *Kingdom Hearts* is two tales in one: the story of Sora, a boy from the isolated Destiny Island who yearns for adventure and dreams of escaping to other lands—and soon gets swept up in a world-spanning journey to find his two best friends, Riku and Kairi, who are swept away one dark and stormy night; and the saga of Donald and Goofy, who are sent on a mission by the missing King Mickey to find the Keyblade master in order to stop all the different Disney worlds from disappearing into darkness. Of course, the three end up working together—reluctantly, at first—on a quest full of twists, turns and surprises.



But like any tale worth telling, there's plenty more bubbling just beneath the surface. *Kingdom Hearts*' saga goes beyond the basic quest, offering a story of friendship, of betrayal, of sacrifice and redemption. And despite what you might expect from an adventure set among different Disney worlds, there's a real darkness here—a shadowy undertone that shades the entire experience. Sure, you might be lollygagging lightheartedly through Atlantica with Ariel by your side, but lurking around every corner is that sinister element waiting to swallow you up. Nomura credits Jun Akiyama, *Kingdom Hearts*' event director (he's the guy in charge of the story), for helping add this edge to the game. "The event director from *Vagrant Story* worked on this project," Nomura says of Akiyama, "and as you know, the setting and story from that title was very unique. I believe he's brought a lot to this game. The main character may be cute and bright, but he's obviously on a quest that has a mystery and a dark undertone to it."

But don't give Square all the credit for this darkness. As any Disney fan knows—but many Disney doubters have yet to realize—Disney films have always had a foreboding element. Remember *Bambi*? Sure, he's cute, he's innocent, he's gentle. He's exactly what Disney dismissers point to when they say they'd never play this game. But don't forget how the film started—with Bambi's mom being shot to death by a hunter as the young fawn scrambles for safety. Or take *Snow White and the Seven Dwarfs*—easily a masterpiece of horror. Or for a more recent example, take *Tarzan*, a movie mired in murder and mayhem, including the brutal death of the story's chief villain.

"These stories are not kiddie stories," says Disney's Winters. "Tarzan is not a kiddie character. He kicks a lot of butt. Even Ariel in *The Little Mermaid*—there

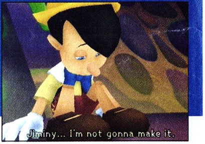
LOCK ON!
COMMAND
Attack
Magic
Items

are some real dark elements to her story. Unless you have the darkness and you can appreciate that darkness, how do you really appreciate the light? That's something from the storytelling perspective that's always been part of Disney."

Sora in Wonderland

Whomever you credit for *Kingdom Hearts*' edginess, Square definitely deserves the praise for getting all the separate Disney worlds to work together in telling a larger story. Each area has its own sub-story, with a discrete beginning and end, but as you make your way through these worlds, you learn a bit more about what's really going on—how the Heartless are trying to

What are you doing?
Come on, let's go back.



100-acre wood

COMMAND
Hit
Magic
Items

"I had a hard time establishing this world as a level in an action game," confesses event director Jun Akiyama, "because the story doesn't directly relate to action or battles." So what did he do? He set Pooh's world in a storybook with missing pages that you find on your quest. Each one opens up a new area, often revealing a new minigame to play.

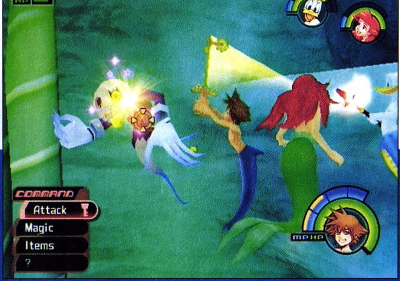
Essential Disney DVD:
The Many Adventures of Winnie the Pooh

monstro

Oh, my. So the whale swallowed
all of you, too? My goodness.

Who knew that the belly of a whale is so psychedelic? At least that's the impression we got when we were swallowed by Monstro and began exploring this small but trippy level starring Pinocchio and Geppetto. Don't be fooled by the bright colors, though—this area is packed with a horde of heavy-hitting Heartless. You'll discover a lot more about the story here, too, so pay attention.

Essential Disney DVD: *Pinocchio*



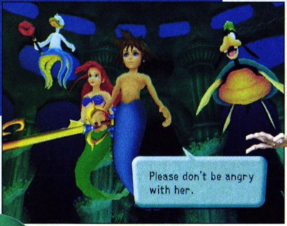
"Unless you have the darkness, how do you really appreciate the light?"

engulf everything in darkness, how they've manipulated a Legion of Doom-like assemblage of Disney villains into doing their bidding, and how they're intimately connected to Sora's missing friends Riku and Kairi.

Aside from Disney's one major requirement—no crossing over between worlds—Square was given plenty of leeway to play with the licenses, according to Akiyama. That freedom helped him build the story as he pleased, but Akiyama is quick to add that he never felt constrained by using such well-established characters. "No matter what kind of characters you work with, I look at it as if they all have their own set of limitations," he says. "I didn't feel like it was something special just because they were Disney characters."

Yet Disney fans will be pleased to see how well the Square team maintained the essence of each Disney world. Sure, there's a bigger story to be told, but within each area, the characters behave just like you'd expect them to: the Cheshire Cat is full of riddles, Hades is as scummy as ever, King Triton rules with imperious resolve, Sally slinks about in the shadows, and so on. "Since one of the main overall concepts of this game was to experience an adventure through familiar Disney worlds," Akiyama explains, "I did not try to change those to any great extent."

The result is a story that should appeal to Disney and Square fans alike—as well as the casual gamer who might not have a strong affinity for either company. Akiyama also hopes *Kingdom Hearts* has the added benefit of opening up Disney's worlds to people who might otherwise overlook them. "There are many Disney worlds and



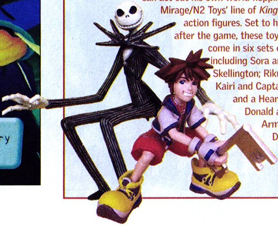
What's Next?

Never shy about extending any of its licenses into other venues, Disney is already exploring a host of possibilities for the future of *Kingdom Hearts*, ranging from feature-length movies to attractions at its amusement parks. So what can we expect next for the franchise? "It's pretty early, but there's been a great deal of talk about pursuing other mediums," says Dan Winters, vice president of product development for Disney Interactive. "There's a lot of creative development going on with TV animation right now as well as with the feature-film guys, and we're working closely with our publishing arm to talk about bringing out graphic novels to extend the franchise."

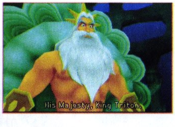
Remember, *Kingdom Hearts* is technically a Disney property, so Square would have little to no say in any of these spinoffs. While producer and character designer Tetsuya Nomura understands that his creations might soon be out of his hands, he's not troubled by that prospect—though he did confess that he's wary of a possible movie, hoping for something "safer than that."

As for a sequel, Nomura tells us that "it's in my mind somewhere, but not in any specific shape or form yet." But don't expect to see anything 'til 2004 at the earliest, as Nomura says he's booked up on other Square projects until then. ("I'm drawing realistic characters right now," he hinted about his next assignment.) Don't worry about Disney running off with the license when it comes to a sequel, though; Nomura promises us that Disney knows better than to pull the video game out from under his control. Which also means there won't be any *Kingdom Hearts* love on any other system, since Nomura says he's far too busy to work on any cross-console ports.

While fans will just have to wait to find out where they'll next encounter Sora, Riku and Kairi on their many adventures, anyone can act out his own world-hopping fantasies with Mirage/N2 Toys' line of *Kingdom Hearts* action figures. Set to hit stores shortly after the game, these toys will initially come in six sets of two-packs, including Sora and Jack Skellington; Riku and Malificent; Kairi and Captain Hook; Goofy and a Heartless Air Soldier; Donald and the Guardian Armor; and Pluto and Darkside.



atlantica



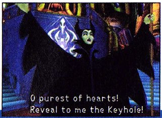
Just when you thought you mastered the controls for *Kingdom Hearts*, the game throws you for a loop by submerging you in Atlantica, where you have full freedom of 3D movement as you swim through the waters. It's a bit awkward until you get used to it—especially when battling baddies—but it also adds a different dynamic to the gameplay.

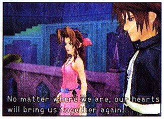
Remember how we suggested you swap Donald out of your party early on? Well, from now on it's Goofy's turn to sit on the sidelines. Donald makes the perfect complement to Sora and Ariel for two reasons: He's much stronger now, and he's a magic-user, which is better for long-range attacks under water. But no matter whom you pick, you're gonna run into rough waters when you face the most sadistic boss battle in the game: Ursula. One hint: Focus on her cauldron.

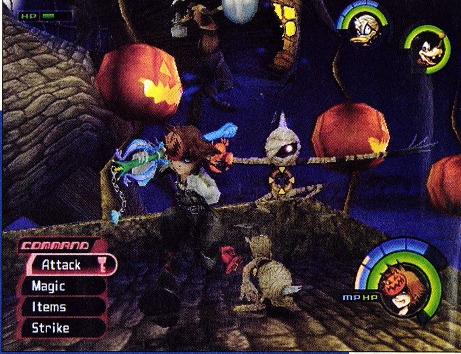
LIMITED ISSUE
Walt Disney
THE LITTLE MERMAID

ESSENTIAL DISNEY DVD
The Little Mermaid
Before we had crushes on video-game characters, we had a thing for Ariel. Creepy, yes. But this whole film is just *so* adorable!

Kingdom Hearts


O purest of hearts!
Reveal to me the Keyhole!


No matter where we are, our hearts will bring us together again!



characters that appear in this game, but it's created so that even people unfamiliar with the stories can fully enjoy it," he says. "I hope those people would try the game at least once—and after playing the game, I would be very happy if they took a further interest in such unseen stories."

One for All

Yeah, we know—some of you still might be wondering if this game's for you. Maybe it seems too "kiddie." Or maybe it doesn't seem hardcore enough. We beg to differ (just flip ahead to our review for even more reasons why you should play it)—but don't take just our word on this.

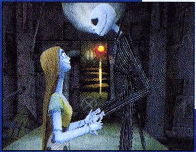
"Some people might be thinking that *Kingdom Hearts* is not a hardcore RPG, or that it's not as deep as some of the other games we've put out," Nomura says. "I know you guys are thinking that this may be a very childish game, but we've already proved with the sales numbers in Japan that we've produced something that's suited for the PS2 platform. If you look at some of the games that have shipped as many as *Kingdom Hearts* has [more than a million copies in Japan], and you look at the content, is there any game that's targeted for kids? There probably isn't. So it's not just for kids. It is an extensive game. So at least pick up the controller and play it for me."

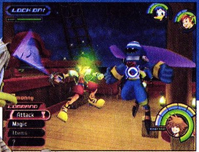
Even Disney's Winters, who you'd think would be the first person to tell you that *Kingdom Hearts* is perfect for the tykes, warns us that it might be a bit too tough for your baby brother. "I think that the younger gamers will enjoy it for the character base and some of the areas they can go and explore," Winters says. "But they're gonna have a hard time getting through the game without the help of someone older."

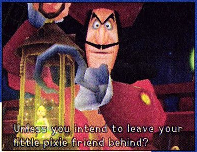
As for the more mature player, Winters believes *Kingdom Hearts* has "a darkness and a depth for hardcore gamers that allows you to get in and play as someone would for *Final Fantasy*." Plus, he adds, it's got the kind of dramatic gravitas that people have come to expect from Square. "I really trust that people are going to play the game and they're going to be touched on some emotional level," he says. "On all emotional levels, I think."

And to think: This all started out as a passing conversation on an elevator ride. But since then, *Kingdom Hearts* has elevated itself to a near-perfect merging of brands, combining the magic of Disney with the majesty of Square. The two have blended together an enticing mix of *Final Fantasy*-caliber story and action with Disney-quality characters and animation, creating something that goes beyond anything either company could produce on its own. Whether you're a Disney fan or a Square fan—whether you love both or neither—*Kingdom Hearts* has something that should appeal to any gamer willing to succumb to its many charms.

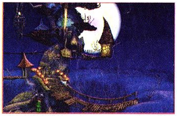
"It's kind of like a Disney theme park," Winters chuckles. "It's got everything for everyone."





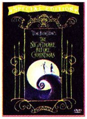

Unless you intend to leave your little pixie friend behind?

halloween town



Any lingering doubts about the coolness of this game will immediately be washed away the moment you enter Halloween Town and experience a Disney world like no other. Everyone—from Jack Skellington to his ghostly pet Zero to the two-faced Mayor to Lock, Shock and Barrel—is here, parading through an impressive re-creation of the movie's nightmarish world. You even get a chance to hitch a ride in that lumbering bathtub! Oh, and that inevitable showdown with Oogie Boogie? Magnificent.

But there's some bad with the good: The camera is at its absolute worst here. Don't even think about locking on to the Heartless, because you'll get whipsawed around as you try to follow your foe. Still, if you can forgive the camera's tricks, you'll be in for a real treat.



ESSENTIAL DISNEY DVD
The Nightmare Before Christmas
Even people who "hate" Disney love this deviously endearing movie. Undeniably cool, with stunning visuals.

ASK THE KINGDOM HEARTS TEAM!

Your questions, straight from the OPM message board, answered by the fine folks at Square

Any personal favorite characters that the team particularly enjoys?

—izmatt18

Jun Akiyama, event director, Square: My favorite world is Halloween Town from *Nightmare Before Christmas*. I was already a fan of the original story, and I was extremely excited when I realized I was able to walk around that world! But the most difficult character was Genie from *Aladdin*. He's a very chatty and fast-talking character, so I wanted to provide tons of dialogue. However, when we actually had to create the events, I already saw myself having a hard time because of it. That was quite a dilemma.

Tatsuya Kando, animation director, Square: Goofy was fun to work with.... Maybe that's because the character's personality is much like mine. Tarzan and the Beast were difficult—with Tarzan, it was matching up his hair movement with that of his body, and with Beast, it was the movement of his cape. I assigned one animator just to be in charge of the Beast's cape and its movement.

Yuuichi Kanemori, battle director, Square: In terms of boss battle, I tend to like forceful bosses such as Cerberus. Cloud and Sephiroth, both from *Final Fantasy VII*, are making cameo appearances, so I have very special feelings for them as well.

Tetsuya Nomura, director and character designer, Square: In this game and in the films, it's different. Outside of *Kingdom Hearts*, my favorite is Simba from The *Lion King* and The *Nightmare Before Christmas* world and characters. In this game specifically, it's Donald and the Beast.

The gameplay looks Zelda-inspired. What keeps it fresh and prevents it from turning into a hack-'n'-slash?

—shrina1020

Kanemori: The biggest feature is that the battle system merges the real-time game progression of an action game with the command/select style that's representative of RPGs. I think that this system successfully combines both aspects—a well-paced game progression in real time and a multitude of action elements from the command selection. This takes on a very important part of the game structure, not just for the battles but also for the entire game.

Why Haley Joel Osment?

—oralb808

Nomura: Finding the right Japanese voices was a very extensive process, especially for Sora, Riku and Kairi, the main three characters. We had many, many auditions to find the perfect people to fit those three characters' images. Even with some of the other characters, we looked for the perfect matches, and we would call back actors several times to read the lines again. For the U.S. version, even before the Japanese Sora was cast, I already had Haley Joel Osment in mind. I hoped he would play the role, and I'm very happy he has done it. For the other characters, it was more of matching up their voices to the Japanese voices—to be as similar and to be as close as they can in English to the Japanese voices. When foreign movies, especially Hollywood films, are shown in Japan, Japanese people can't really judge the skills of actors and actresses from the U.S. But his [Haley Joel Osment's] skills are very apparent; it's very clear that he's a very good actor. I'm a big fan of his work.

What part wound up on the cutting-room floor that you most wanted to see make the game (character, level, gameplay idea, etc.)?

—ChronoSquall14

Nomura: A lot! In the very beginning, we were thinking about 30 worlds. In my mind, it's natural that you have a larger piece to work with, then go through the elimination process. So 30 might sound like a lot, but if you think about it, in the end, you really have to cut out a lot of things. If there was a small number from the very beginning, you never know how many worlds you'd end up with.

One world we cut was Atlantis. It would have been a great opportunity to actually promote Atlantis itself. But the movie has a lot of vehicles, and we just have the Gummi Ship. So it wasn't really a good fit in this game, because it would only be to place those vehicles or robots and fight with them. There was no good connection to the other worlds, and the story just didn't fit that well.

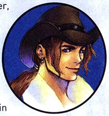
What was the thought behind bringing back Aeris?

—childrenofbodom

Nomura: Yes, she died in *Final Fantasy VII*, but there's no real relation to where she was at or what role she played in *FFVII*. There's no relationship from *FFVII* to the *Kingdom Hearts* stories. I consider them separate stories. But if you play *Kingdom Hearts*, toward the end, some of the questions about the relationship between Cloud and Aeris in *FFVII* might be answered. It's sort of like a side story, and this was an extra bonus that I wanted to give to players.

Were there any *Final Fantasy* characters that were going to be in the game but were scratched off?

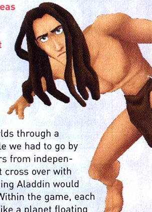
—tTthegrEenLeaF



Nomura: The *Final Fantasy* characters weren't in place from the very beginning stages of the game's development. Rather, we had open roles and we picked whoever fits that role in that particular environment. Even toward the end of development, certain characters were replaced because we didn't think they fit the roles. Specifically, Wakka replaced Irvine and Yuffie replaced Rikku.

Were there any ideas from Disney or Square that the other group didn't agree with?

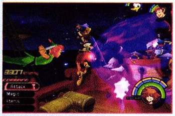
—Dazz23



Akiyama: We had quite a bit of freedom crafting the storyline by combining various worlds through a theme, but one rule we had to go by was that characters from independent stories do not cross over with each other—meaning Aladdin would not meet Tarzan. Within the game, each world is depicted like a planet floating in space and Aladdin would not travel with Tarzan (Goofy and Donald were the exceptions). However, there were a few ideas in the early scripts that got rejected—they all had to do with the "bathroom." I don't think there were any other strict guidelines other than that.

Nomura: I wanted to include Walt Disney in the game, but that got rejected!

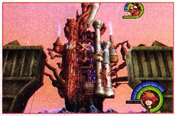
neverland



Look, Ma—I can fly! And guess what? It makes battles even more fun! Neverland is a short level, but it's got some great melees in it. Still, like Monstro, this area is more about moving the story along than providing a deep gameplay experience. Be sure to use your newfound floating ability when you revisit past levels; you'll now be able to reach areas that were once beyond your grasp.

Essential Disney DVD: *Peter Pan*

hollow bastion



Like Destiny Island and Traverse Town, Hollow Bastion isn't based on any particular Disney world. In fact, it reminds us of some of those final dungeons in our favorite *Final Fantasy* games (is there a reason for that? Hrm...). Through sheer force of will, Beast shows up here on his hunt to find Belle. He's one tough, er, beast, so you'll be glad to team up with him here.

Essential Disney DVD: *Beauty and the Beast*

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INT
LEA
Wen Chou
Troops 10000
EXP
Type Bow Riders
Name order→STR order Info Skill

Month 5 Year 1
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THE **FINAL SCORE**

●●●●●

We rate games on a five-point scale. So, .5 is terrible, 2.5 is mediocre and 5 is superb. Get it?

Meet the critics

JOHN DAVISON
A month of upheaval for *OPM* this month as it relocates to SF. Two of our finest are sadly staying behind. They'll be missed enormously.

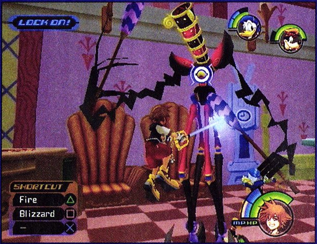
GARY STEINMAN
With all the decent roles already taken, Gary had to sneak a cameo appearance in *Kingdom Hearts* as a lowly Heartless Shadow critter.

JOE RYBICKI
As most of the *OPM* staff relocates to San Fran, Joe's gonna miss Jim and Donna a lot. But he'll miss you most of all, Scarecrow.

CHRIS BAKER
C-Bake enjoyed *Dino Stalker* this month as the mindless shooter it is—but that's probably only because this velociraptor ate his brain!

TODD ZUNIGA
California dreamin' is now a California reality for *OPM*'s best-dressed editor (it's all in the wristband). Now if he can only get the girl!

SAM KENNEDY
Now that Todd's moved over to *OPM*'s SF office, Sam's done what any sane person would do: grabbed himself the far window cube.



KINGDOM HEARTS

The wonderful world of Disney and Square

Publisher Square EA
Developer Square
Web Site www.kingdomhearts.com

Let's assume for a second that you're not a Disney fan. That you can't stomach Disney. Heck, you *despise* Disney! Or let's say you couldn't care less about Square. *Final Fantasy* don't mean jack to you. And as for RPGs in general? Blech!

Fine. But guess what? Whichever camp you fall into, you're still gonna fall in love with this game. I know I did.

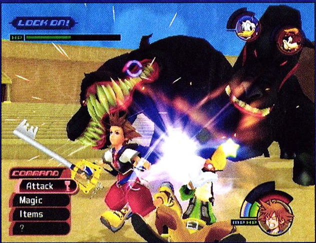
Now, granted, I'm a big FF fan. And I love RPGs. But until recently, I was as indifferent to Disney as I am to tuna on rye (a decent sandwich, sure, but nothing I'd go out of my way to munch on).

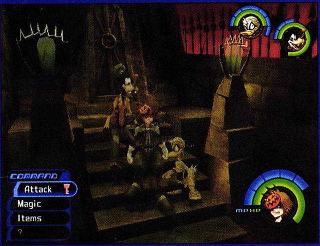
> **"This is the closest I've ever seen a 3D game come to mirroring the majesty of 2D animation."**

Then along came *Kingdom Hearts*, and everything changed. I've gone from snubbing most Disney releases to owning a dozen Disney DVDs—and that's just the start of my growing collection. I've seen the light—I'm now a dedicated Disney devotee.

Kingdom Hearts is also so good that I had to rifle through my notes to remember the problems I encountered. Yes, it's far from perfect. For one thing, it's got an utterly evil camera, one that sometimes swings wildly out of control, wreaking havoc and obscuring my vision at the worst possible times. The combat also suffers from its share of woes. Yet despite these shortcomings, when I finally finished the game some 40 hours later, all I could remember is how much fun I had.

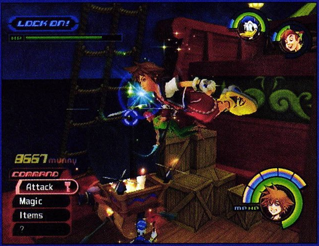
From its very first moments, *Kingdom Hearts* will grab you—and it won't let go until well *after* you've beaten it. The game is a remarkable achievement in pacing, especially when it comes to the story. Sure, I could often guess what was lurking around the next corner; after all, the game is rooted in familiar Disney worlds. I knew, for example, that Clayton was a vicious predator driven by horrible intentions. I knew that Ursula was after King Triton's power and that she'd use sweet Ariel as a pawn in her perfidious plans. I even knew I'd end up facing both of them at the end of their respective levels, in heated boss battles that had me gripping the controller as I bashed away, barely making it out of there alive. Yet I was *still* surprised every step of the way—not because the story took an unexpected turn, but because it took that familiar turn so darn well. It proves the old adage that it's not the story itself, but how you *tell* it that matters. I'd sometimes marvel at the fact that **Square got nine Disney worlds, more than 100 Disney characters, and a heaping helping of Final Fantasy cameos to work together in telling a larger tale.** The whole





Now, go!
The Heartless are coming!

LOCK ON!
COMMAND
Attack
Magic
Items



thing sticks together tighter than a Pooh bear to a pot of honey.

Some of this can be attributed to the choice of characters: Each Disney world is either so classic as to be deeply ingrained in our collective pop-culture psyche, or new enough that even if you didn't see the film, you're already familiar with these characters through all the commercials, the Happy Meals, the toys, the TV spinoffs and countless other tie-ins.

The graphics also help keep things tight. From the deserts of Agrabah to the burial grounds of Halloween Town, **all the backdrops are picture-perfect**. More impressive, though, is the way that everything *moves*. Once you see Sora, Donald, Goofy—and all the other Disney and Square stars—strut their stuff, you can't help but believe they all belong exactly where they are, despite the vast differences between all the settings. Simply said, this is the closest I've ever seen a 3D game come to mirroring the majesty of 2D animation.

Rounding out the presentation is the voice-acting. **Haley Joel Osment shines as Sora by bringing something that's in short supply in video games: naturalness.** He sounds like a real boy really living through these situations. The same can be said for the parts played by the other stars, including a handful of big names who reprise some of their movie roles (my favorite being James Woods as *Hercules'* Hades).

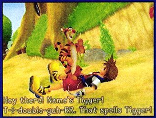
And then, of course, there's the Final Fantasy connection. While *Kingdom Hearts* features less than a dozen FF cameos, they're wonderfully placed in the story *and* the action. The first time you enter Traverse Town, you're likely to be overcome with giddiness as you stumble into a Moogle, bump into Yuffie or espy Aerith. **Square threw in tons of details that FF fans will appreciate—but it's done in a way that won't be off-putting to anyone who hasn't played a Final Fantasy.** One of my favorite examples: Leon (a.k.a. Squall) is just as moody and belligerent as ever, but he's also got a soft spot, which manifests itself in a touching moment when Yuffie asks Sora to track down the missing 99 dalmatian puppies scattered throughout the worlds. "Squall can't stop worrying about them," she says as he stands by silently moping. Awww. How sweet. But lest you think Squall's gone completely soft, wait 'til you face him in battle. And did I mention you also get to fight Cloud? And Yuffie? And even Sephiroth?!

"Think this is just kid's stuff? Well, think again, because you will get your ass handed to you."

Speaking of battles, let's get something straight here: You will die. You will die a lot. Think this is just kid's stuff? Well, think again, because you will get your ass handed to you.

But you'll also have a grand time, even in defeat, thanks to the utterly unique action/combat system. Everything is rooted in real time, but there's a catch: "Everything" includes the menu-driven commands as well. So while you're jamming on the X button to attack, tapping the O button to leap out of the way, or smacking the Square button to dodge, you also have to pull up menus *without pausing the action* to cast spells, call forth summons, use items, or unleash special attacks. Sounds confusing, but it works like a charm, adding lots of depth to what would otherwise be a basic hack-'n'-slash setup. Sure, it's frustrating to get whacked while you're trying to pull a Potion out of your stock, and battles do get repetitive at times, but this system gives you so many different ways to defeat your foes that you might find yourself picking fights just to try things out. Best yet, ***Kingdom Hearts* features more thrilling boss battles per square inch than any action/RPG in recent history.**

The battle system does have its share of flaws, though. My biggest gripe early on was the A.I. for Donald and Goofy. My two companions never seemed to be in the right place at the right times. They also had an annoying tendency to use up any items in their possession, depleting my precious stock of Ethers and Potions far too often. What's more, you can only fiddle with their A.I. when you're *not* in combat, so if you wander into a brawl without your settings optimized, you can't do a thing about it. I often wished I could pause the action and, like an officer commanding his troops, tell my two pals to try a different tack.


Hey there! Name's Tigger!
T-I-double-guh-RR. That spells Tigger!

But notice I said, "early on," as midway through the game I finally found the perfect settings for Donald and Goofy. Even cooler, they actually seemed to learn how to fight better as time went on!

The other big problem is the camera, which sometimes drove me up the wall during combat. (It also acts up at other points, but it didn't bug me all *that* much.) Yet there's a serviceable solution here: Don't lock on. Since the Heartless tend to jump about, when you lock on to one of them, the camera whipsaws around as it tries to follow your foe. But if you just let yourself naturally target the nearest baddie, you'll be fine most of the time. Granted, there were still some areas where I'd have to blindly bash away at a swarm of Heartless, but during those moments I'd often focus on my health meter and just go at it like a madman. Sure, it's not the best prescription for fun, but it's still enjoyable in moderate doses.

Now, though these flaws are all very real, keep in mind that I had to consult my notes to remember them. After I beat the game, all I felt was an immense satisfaction. All I could think about was how much fun I had exploring the different Disney worlds, how captivated I was by the story, how lost I got in the endless array of extra options and delightful diversions. And most of all, how much I loved the game's "final chapter"—which was pure Final Fantasy, thanks to its maze-like dungeons and marathon of mind-blowing boss battles.

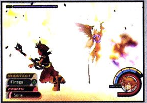
One thing's for sure: ***Kingdom Hearts* is incredible enough to convince a doubter like me to eagerly enter Disney's Magical Kingdom and never look back.** And once there, I experienced the best revelation yet: It's a Square world after all.

Final Score ●●●●◐

Gary Steinman

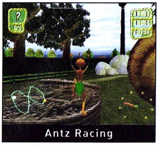
EVERYONE E ESRB **Players: 1**
Memory Card: 128 KB

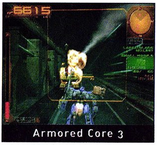
TOO COOL FOR SCHOOL?

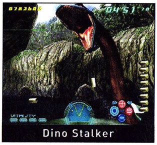


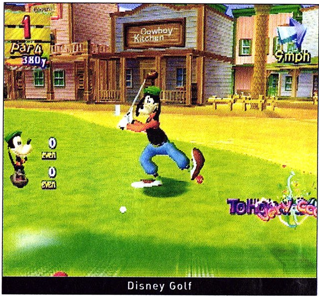
It's inevitable. No matter what we say, some of you will still think *Kingdom Hearts* isn't "hardcore enough." So for all you tough-guy types, here's a few challenges. Let's see if you're man enough to pull off *any* of these....

1. Beat the game with everything completed—all tournaments at Olympus Coliseum, all Trinities unlocked, all Dalmatians found, all Keyblades acquired—in under 25 hours.
2. Play through the game on Expert mode without dying once.
3. Beat Sephiroth on your first try.
4. And the toughest one: Play the game without *ever* enjoying it.


Antz Racing


Armored Core 3


Dino Stalker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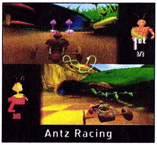
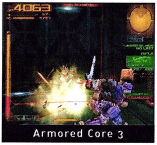
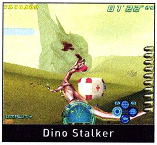

Antz Racing


Armored Core 3


Dino Stalker

Antz Extreme Racing

Publisher Empire Interactive
Developer LSP
Web Site us.empireinteractive.com

Believe it or not, I actually consider myself an *Antz* fan. Sure, it easily gets lost in the shuffle of the *Shrek*s and Pixar movies out there, but I still think it's a great flick. Is it worth resurrecting three years later as a kart-style racing game, though? Nope.

Antz Extreme Racing isn't a "true" kart racer in that only about half of the action takes place in vehicles. Other times you're riding the backs of bugs (both on land and in the air), flat-out running, or being "extreme" on the back of a leafboard. Through it all, you can pick up power-ups that help you speed up or take out opponents.

Yes, **you've seen it all before**—but there's something considerably less exciting about this particular title. For one thing, for such an "extreme" game as this, no real attitude is portrayed; Z and pals just kind of race along without getting angry or showing any type of emotion. They don't even talk. **It would have been nice to at least hear *soundalikes* of Woody Allen, Sylvester Stallone and Sharon Stone**, but I guess Empire is just too cheap to even go that far (perhaps they're counting on this game not selling and don't wish any further expenses than necessary). And what's with that music? It belongs on that *Pure Moods* CD advertised on TV a few years back, not in a racing game. It only manages to enhance the yawns.

Final Score ●◖

Chris Baker

Players: 1-4
Memory Card: 81 KB

Armored Core 3

Publisher Agetec
Developer From Software
Web Site www.agetec.com

One of my biggest complaints with the Armored Core series has always been its lack of innovation. Let's face it, very little has changed here since the early installments. And while From Software seems to have a formula that works (the hardcore fans just eat these games up), I was really hoping to see something new with part 3.

Alas, this is not the case, but I will say this: ***Armored Core 3* is the best Armored Core yet**. Missions are easily some of my favorite in the series, the Arena mode is great (with over 70 combatants), the Mail mode is back, and the weapon/parts system is totally balanced now. It also looks and sounds better than ever. The CG intro movie is astounding and the in-game graphics even improve upon *AC2*'s. Sound is also kicked up a notch with the use of Dolby Pro Logic II throughout the game.

Armored Core 3 did have a couple of pleasant surprises, too, my favorite being **new optional computer-controlled wingmen for certain areas**. The game also allows you to play both missions and all-out Versus battles with four players, provided you have two PS2s, two TVs and an iLink cable.

And with some solid difficulty, loads of missions and hundreds of parts to acquire, *AC3* can keep you busy for weeks. If you've been at all curious about the series in the past, now's the time to check it out.

Final Score ●●●◖

Sam Kennedy

Players: 1-4
Memory Card: 89 KB

Dino Stalker

Publisher Capcom
Developer Capcom
Web Site www.capcom.com

Just thinking about *Dino Stalker* makes my right thumb hurt. I wouldn't normally say that's a good thing, but when you consider the reasons behind the pain in my opposable appendage, I'll make an exception. *Stalker* is **the most innovative light-gun game in years**, for better—and for worse.

Granted, only four other games exist right now for your GunCon2 shooting pleasure (*Time Crisis II*, *Vampire Night*, *Ninja Assault* and *Endgame*), but none has come close to utilizing the full capabilities of Namco's blindingly orange shooting peripheral as well as *Stalker*. In many ways, in fact, the game takes the first-person-shooter genre and makes a light-gun game out of it, as you move about freely with the D-pad on the back of the GunCon2. Hit the side buttons individually to strafe or at the same time for Sniper mode (quite useless, honestly), use the bottom button to change weapons, and shoot off screen to reload. It takes a little getting used to, but it does work rather well.

Until it inflicts physical pain, that is. In order to move around as you hold the gun in a manner ready to blast away raptors, pteranodons and other prehistoric carnivores, **you have no choice but to hold your thumb in an unnatural 90-degree bend for prolonged lengths of time**. This doesn't feel good after a while, and it might even affect your control.

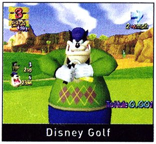
You know what, though? I enjoyed the fast pace and semi-intriguing side story to *Dino Crisis 2* so much (a light-gun game with a plot *and* decent voice acting?! No way!) that it didn't take too long to forget about not only my ailing thumb, but also my slowly fatiguing arm. I did manage to play through *Stalker*'s seven stages in about two hours, but I only stayed with the game for such a continuous single stint because I loved its variety. FPS-like levels transition to the likes of a speedy raft ride and a frenetic jeep level. You're never sure what to expect next.

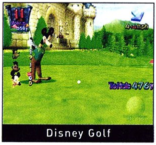
If you're GunCon2-less, though, forget about it. A controller only makes this a subpar FPS, and an original GunCon isn't even compatible. Rent *Time Crisis II* with this, however, and you're definitely in for a treat.

Final Score ●●●◖

Chris Baker

Players: 1
Memory Card: 142 KB


Disney Golf


Disney Golf

Disney Golf

Publisher EA Games
Developer T&E Soft
Web Site www.ea.com

What a pleasant surprise. Here I was, expecting a throwaway, licensed, kiddie rehash of the mediocre *Swing Away Golf*, and *Disney Golf* turned out to be an astonishingly solid golf title for all ages. This game's got **enough depth to satisfy all but the most sim-happy golf gamer**, and yet a shallow enough learning curve that a 5-year-old can pick it up easily.

The key to *Disney Golf*'s accessibility is the inclusion of "Kids" characters. These special golfers can be chosen before a match to allow less-experienced players a fighting chance against *Hot Shots* veterans. When using these characters, players have only to tap the button once for power—instead of once for power and once for "impact"—so it makes for a much simpler game for that player.

What's more surprising, given the kiddie theme, is the amount of strategy. Before each match, you choose up to five different "effects": power-ups for your own character or penalties to inflict on other golfers. Deciding when and where to use these items adds a whole other layer to the game; if you thought heckling your opponents was fun in *Hot Shots*, try randomizing their club selections or messing with their shot meters.

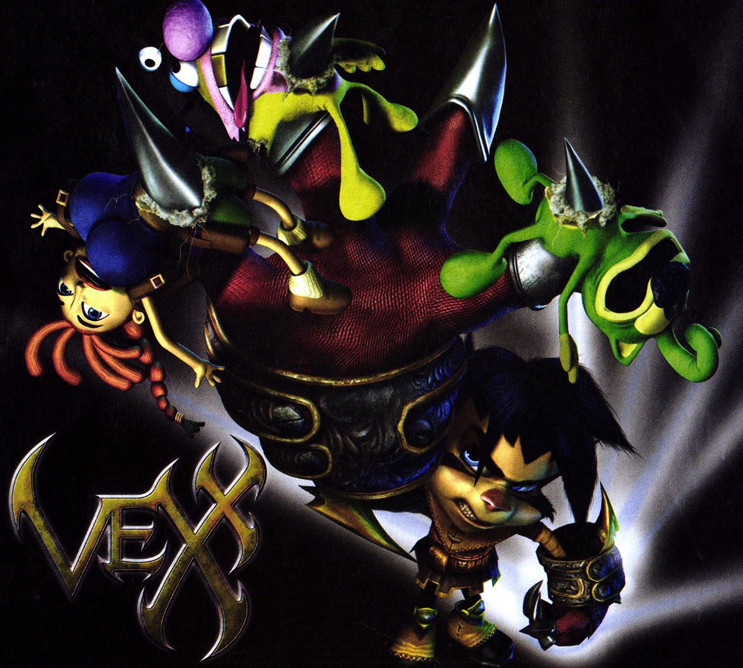
While the game could use some tweaks in its drawn-out presentation, the fundamentals are all surprisingly solid. It's worth a look.

Final Score ●●●●

Joe Rybicki

Players: 1-4
Memory Card: 366 KB

VIDEO GAME HAS-BEENS



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TEEN
T
CONTENT RATED BY
ESRB

Violence

XBOX

PlayStation 2

NINTENDO
GAMECUBE

Acclaim

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CREDIT 0
58
STEVE
XIAOYU

TEAM BATTLE
CREDIT 0
50
HWOARANG
LAW

57
STORY BATTLE
KAZUYA
HWOARANG

45
STORY BATTLE
KAZUYA

TEKKEN 4

No longer the king of fighters. What happened?

Publisher Namco
Developer Namco
Web Site www.namco.com

The *Tekken* series is pretty much responsible for getting me into fighting games. Although I'd dabbled in various forms of *Street Fighter* and *Mortal Kombat* on various systems, it wasn't until the first *Tekken* that I really got hooked. Maybe I'm a sucker for the whole 3D thing, but I've really enjoyed every *Tekken* so far. Even the PS2 launch game, *Tekken Tag Tournament*, which was seemingly universally ridiculed, seemed like a reasonably OK experience to me. Does that mean I'm not hardcore? Do I look like I care?

Of course, a few short months ago, everything changed. The sworn enemy of *Tekken*, *Virtua Fighter*, emerged on the PS2 and turned everything upside down. Sega had produced something that was, without any question, the best fighting game ever made. **With the gauntlet well and truly laid down, the team at Namco has had their work cut out for them.** So have they managed to parry the challenge from Suzuki and Co. at Sega? In a word: no.

I was of two minds as to whether it was appropriate to spend a lot of this review comparing *T4* and *VF4*, but given that they really are direct competitors, it would seem foolish not to. Both have a lot in common, and not just the "4" in their names. Both feature gorgeous graphics, a strong selection of characters and a variety of challenges to keep you busy. While *VF4* pushed gameplay boundaries with the "dress me up Barbie" features and A.I. cleverness, *Tekken 4* doesn't really push things all that far beyond its predecessor on PSone.

> **"So have they managed to parry the challenge from Suzuki and Co. at Sega? In a word: no."**

Obviously, the graphics are stunning. The character models are wonderful; and the environments, which are enclosed and full of obstructions for the first time, are spectacular. If the series is making any steps in a new direction, I'd have to say that things seem to be evolving in a disturbingly *Dead or Alive* kind of way. The enclosed environments, the short, sharp fights, the steep difficulty curve as you work through a tournament—all that's missing are the bouncing boobies.

SAVE REPLAY DATA
REPLAY

The team behind Tekken has always been very big on establishing the back story to the whole "Iron Fist Tournament" and in *T4*, it's more apparent than ever. A web of deceit, deception, nepotism, soap opera-like shenanigans and tomfoolery attempts to explain why the disparate band of individuals are hell-bent on beating the crap out of each other, but ultimately it is actually quite irrelevant. **The fact that it's so spectacularly complicated now only serves to make you tune out** and hit the "skip" button when the stylized, hand-drawn images pop up to tell their grisly tale.

As with *Tekken 3*, the usual set of predictable gameplay modes are supplemented with a completely separate *Final Fight*-style (for want of a better description) game called *Tekken Force* that has you running along and beating up armies of bad guys. The mode very ably replicates the moves from the arena-based gameplay but places the action in a more action-style environment. It adds some length to the amount of time you can spend with *T4*, but it's hardly the greatest thing ever. Much was made of the mode when the game was being previewed, but now that I've spent some time with it, I have to say it's not exactly fabulous. It's also exceptionally tough.

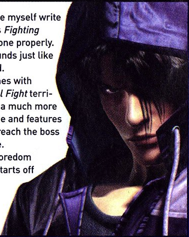
As you can probably tell from the veritable outpouring of ambivalence in this review, I'm not exactly declaring this as Namco's finest hour. I'm certainly whelmed by *T4*, but neither under nor over, which is a pretty sad state of affairs given that the franchise was once the toast of all things PlayStation. Maybe *VF4* spoiled things for us all, but there's no arguing that the bar was raised back in March, and *Tekken 4* has failed to jump over it. Let's hope *Soul Calibur 2* does the trick.

Final Score ●●●◐
John Davison

47
KAZUYA
XIAOYU

Players: 1-2
Memory Card: 69 KB

TEKKEN FORCE: A GAME WITHIN A GAME OR A WASTE OF TIME?



- Much as it's weird to see myself write this, it's a bit like Core's *Fighting Force* on PSone, only done properly.
- The word "chicken" sounds just like "Tekken" when growled.
- Compared to other games with their roots deep in *Final Fight* territory, *Tekken Force* has a much more complete fighting engine and features "real" fights when you reach the boss at the end of each stage.
- You need a fairly high boredom threshold. Although it starts off well, after a while you realize it's basically an extremely repetitive experience.

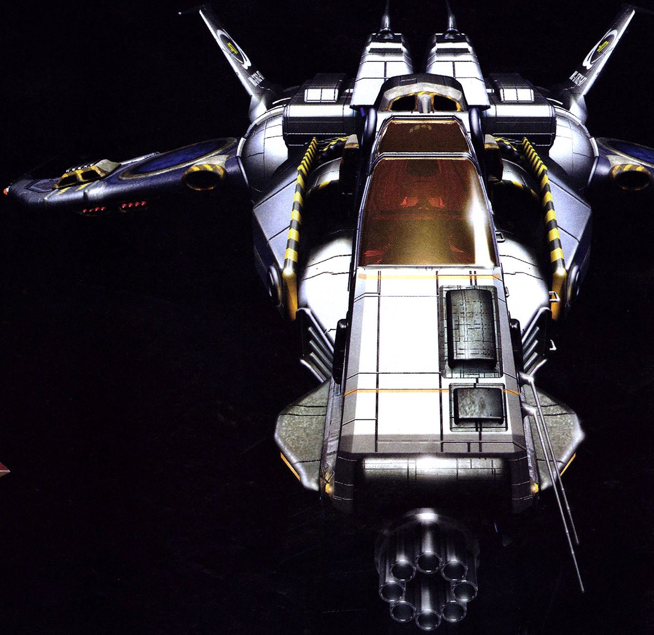
FOUR COMPLETELY RANDOM THINGS ABOUT TEKKEN 4

1. Kazuya is a badass with some huge scars. Chicks dig scars.
2. As with *VF4*, there's a big difference between playing the game with a joypad and playing with a fighting stick. We recommend the InterAct Shadowblade.
3. Despite a lot of the zanier stuff from previous *Tekken*s (like wooden robots) being removed, there's still some weird stuff. Kuma the bear seems more out of place than ever.
4. The *Tekken* chicks are arguably much hotter than the *VF* girls...especially J.Lo look-alike Christie and geek-chic Julia (right).

BACK
DEFENDER
ACCEPT

screenshots from Playstation 2 computer entertainment system

screenshots from Xbox™ video game system



DEFENDER

SAVING THE HUMAN RACE

Game preview at www.defender.midway.com

PlayStation 2 XBOX NINTENDO GAMECUBE GAME BOY ADVANCE MIDWAY

TEEN T CONTENT RATED BY ESRB Violence

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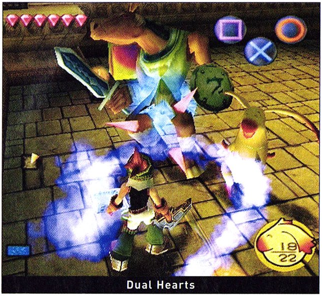
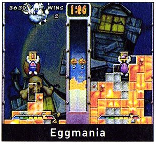
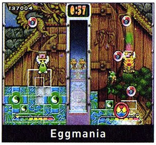


Dual Hearts



Eggmania



Eggmania

Dual Hearts

Publisher Atlus
Developer Matrix Software
Web Site www.atlus.com

If you found this month's other "heart" game to be far too precious for your tastes, then you're gonna recoil with horror from the cringe-worthy cuteness of Atlus' latest action/RPG.

Now, for me, the look and style of *Dual Hearts* is just peachy. See, I'm confident enough in my manhood to enjoy something as whimsical as this. In fact, **I really dig the style of this game**, which is as different from *Kingdom Hearts* as it comes. Sure, both are as adorable as a basket of puppies snuggling with a litter of kittens. But *Dual Hearts*, with its roots in anime, is profoundly Japanese while Disney is uniquely American. Which gives all you hardcore types some leeway in being "allowed" to like something this cute.

Just don't expect the graphics to be all that astounding. Despite a well-realized style and well-drawn characters, the graphics are barely passable for the PS2. **Everything looks like a high-res version of what the PSone used to put out.** Granted, most people don't play RPGs for the graphics alone, but it's a bit disappointing.

Don't expect much of a revolution in terms of gameplay, either. *Dual Hearts* is as old-school as it gets. The puzzles are of the variety that we've long been accustomed to: Move this block, push that lever, trigger this switch, and so on. Same goes for the combat, with the standard array of enemies that pop on screen along with a boss to cap off every level.

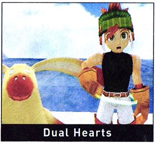
Yet *Dual Hearts* offers more than the sum of its seemingly meager parts. First off, **it's just plain wacky**. The whole premise—you enter others' dreams to find important items—extends all the way to exploring a dog's mind, where you hunt for meat while the pooch tries to sleep. And then there's your sidekick, a klutzy pig-like creature who provides plenty of comic relief; he also adds a host of extra skills and abilities to the gameplay, since the two of you have to team up to complete the levels. *Dual Hearts* also has tons of customizable elements, though the menu system is kinda clunky.

It's not the most memorable experience—but if you're a fan of these kinds of games, you're in for a lighthearted, enjoyable romp.

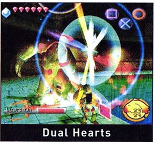
Final Score ●●●

Gary Steinman

Players: 1
Memory Card: 99 KB



Dual Hearts



Dual Hearts

Egg Mania: Eggstreme Madness

Publisher Kemco
Developer HotGen
Web Site www.kemco-games.com

I've said it before, and it looks like I'll have to say it again: The more complex a puzzle game is, the less addictive it is. And when it comes to puzzle games, "addictive" equals "good."

That's not to say that *Egg Mania* is *bad*.... It's really just **a solidly mediocre game that's got too much going on for its own good**. You control an egg-shaped character that must work its way up to a balloon by fitting blocks into a tower, *Tetris*-style. But you have to be careful to maintain a solid structure, or else it will collapse upon itself. And the pieces don't just fall into place—you actually have to jump up and manually place them where you want them. Meanwhile, you're bombarded with bombs and hammers from your opponent and various environmental hazards (like missiles, dragons or devils, depending on the theme of the level). Occasionally, you're rewarded with trowels (which fill miscellaneous empty spaces) and high-jump boots.

Sound like there's a lot going on? There is—and it's too much, if you ask me. As far as I'm concerned, **if your puzzle game requires the use of more than two buttons, there's a problem.** (I suppose all the clutter could explain the oddly long load times, but that's no excuse on either score.) It's a rental, and not much more.

Final Score ●●◖

Joe Rybicki

Players: 1-2
Memory Card: 64 KB

DYNASTY TACTICS

The best Three Kingdoms game ever

Publisher Koei
Developer Koei
Web Site www.koeigames.com

These are the words of a very tired man. Lack of sleep tends to have that effect, and one particular thing has been keeping me up hours past my bedtime of late—a little tactical strategy game called *Dynasty Tactics*. Of the 100-plus titles I've reviewed as an *OPM* critic, none has ever turned me into such an addict—and I've got the bloodshot eyes to prove it.

DT takes all the core elements that made classics like *Final Fantasy Tactics* and *Ogre Battle* so great, and adds **enough subtleties and downright great ideas to make a serious bid for that "classic" dubbing** itself.

For one thing, turn-based strategy has never been treated in such a way as in *DT*. In other games, the sequential movement of each unit remains exactly the same from the beginning of a battle to its end. Each turn in *DT* differs in order, however, as the units move depending on their morale. As the battle goes on, of course, success or defeat in battle can drastically alter such sequence of progression.

Keeping the order of movements in mind proves imperative for *DT*'s most impressive innovation: Tactical Combos. Each unit on the field holds a certain number of Tactics like Revive (increase morale) or Charge (a powerful attack), which you might compare to magic in similar, more fantasy-based examples of the genre. When positioned properly, you can arrange to have the Tactic of one ally ignite the Tactic of another...which might in turn start up another ally's Tactic. The higher an offensive combo goes, the more damage it does, which can lead to some total devastation. When Joe played me in a two-player game (yes, you can go head-to-head in this tactics title!), his three-combo Fire Attack obliterated a large chunk of my force and was the key to his upset victory. And my six-combo, 31,000-troop-defeating Pincer attack in one battle will long go down in my personal annals of most gratifying gaming moments.

But it's not all on-field heroics that make *DT* so great. I found myself just as rapt in the action on the map screen, deciding what my next move should be. **Your decisions actually affect the path of the story, which expands in many different ways.** And remember, you've got three kingdoms to play as, so if you want to open up every scenario, you'll have to play for several hundred hours. No joke. (Luckily, it only takes 25 hours to play through once as a single kingdom.) At the same time, it's fun to send out envoys to recruit new generals, negotiate treaties, and spy on the enemy. I only wish the map weren't so constricting: For the most part, you can move about just fine, but **sometimes an army's desired path is blocked just because the game doesn't want you to go that way**.

Obviously, as the first real PS2 tactical strategy game (*Ring of*

2007
2798
1874
3000
7243 Defeated

Move
Yan Liang
Troops 2000
Bow Riders
Repel
Pursue
Swarm
Plains
Tactics

Red doesn't count), *DT* **does a great job of showing what the genre is capable of on a next-gen system**. I love the transitions between selecting an action and seeing it performed with *Kessen*-like results. I would like to have seen more full-motion-video cutscenes, though. Besides the one to begin the game, the rest all assume the 16-bit-RPG "one guy's picture shows up with words, followed by another" style. Meanwhile, the music serves its purpose—it even speeds up and slows down depending on the events of a battle—but does grow repetitive after a while. By hour five, my *DT* soundtrack was "customized" to include Ben Kweller, Bruce Springsteen and Local H.

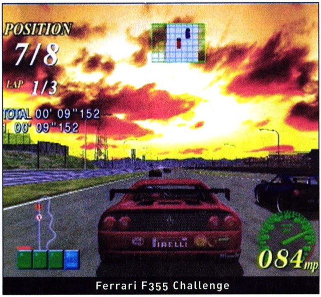
Perhaps the biggest flaw most ethnocentric American gamers will find with *DT* is the absolute onslaught of Chinese names it throws at you. Having played a good bit of *Dynasty Warriors* helps matters, and you do eventually grow familiar with your most valuable commanders, but it still can be tough sometimes. I kid you not, at one point I was actually informed that "Xun Yu has brought someone named Xun You."

Nothing against the Three Kingdoms era of China—it's actually quite interesting—but maybe someday Koei will decide to open up a different history book for its source material. Perhaps something involving the Revolutionary or Civil War? Oh well, a man can dream, right? (Well, maybe not. Dreaming first involves sleep, which is something I don't plan on getting much of anytime soon.)

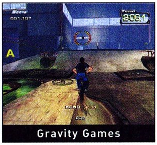
Final Score ●●●●◖

Chris Baker

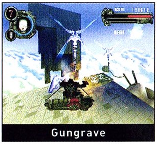
Players: 1-2
Memory Card: 188 KB



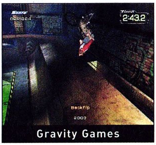
Ferrari F355 Challenge



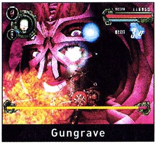
Gravity Games



Gungrave



Gravity Games



Gungrave

Ferrari F355 Challenge

Publisher Sega
Developer Am2
Web Site www.sega.com

First it was a so-so arcade machine, then it was a so-so Dreamcast game. Guess what? Now it's a so-so PS2 game too. Unless you salivate uncontrollably at the merest mention of what is arguably the prettiest Ferrari ever made, I can see very few redeeming qualities to *F355*. Ultimately, it's just boring...but before reaching that particular conclusion, you are subjected to a broad range of emotions in a very short space of time, which I will outline here.

First: *eager anticipation.* It's a Suzuki game, and *VF4* was his baby, so I'm excited as to what he can do with my favorite genre of gaming.

Second: *mild surprise.* As the flanged power chords and over-processed widdly-diddly guitar solos blast from my speakers, I'm as surprised as ever that our Japanese friends completely failed to notice that music continued to evolve beyond 1986.

Third: *envy.* The F355 really is a nice car. If I were very rich, I'd like one very much.

Fourth: *surprise again.* The F355 is a pretty car, but it looks stupid when they stick a dirty-great-big fin on the back and slap stickers all over it. Why can't I just drive a clean one? It looks much nicer.

Fifth: *intrigue.* Every car on the track is exactly the same, only they're different colors.

Sixth: *elation.* I finished my first lap ahead of the pack. The car sounds fabulous, especially when you ease off the gas and hear it pop and crackle as it cools down from redline.

Seventh: *mounting frustration.* That first lap was a fluke, I'm now struggling with the controls a bit, and I keep dropping two gears instead of one on the paddle shift. Does the real car do that?

Eighth: *full-on frustration.* I keep messing things up, and it doesn't feel like it's my fault.

Ninth: *frustration morphing into boredom.* I have no inclination to continue with what is, essentially, NASCAR (the most boring motor sport in the world) with Ferraris.

Tenth: *full unadulterated boredom.* I love cars, I love racing games, but this relationship isn't working. The game's "quick-fix" arcade roots are too obvious.

Final Score ●●

John Davison

Players: 1
Memory Card: 24 KB

Gravity Games Bike: Street, Vert, Dirt

Publisher Midway
Developer Midway
Web Site www.midway.com

I just threw up. Rather, I just played *Street, Vert, Dirt* (couldn't they have added "flatus" as the fourth bit of the title?) and it made me throw up. **In the ongoing competition for the PS2's worst title, this game undershines them all!**

I shouldn't be so harsh. This apparently is the first PS2 title designed and developed with no consideration for enjoyment. I'll commend the folks behind it for their ability to think outside of the box. "Screw boundaries," seems to be the order of the day. An order that allows you to **ride your bike right through a wall or find a gaping hole in the ground that you *can't actually see!*** Now that's thinking outside the box.

What else does the game accomplish? Very little! Though it does feature a camera that makes it look *and* feel like you're being dragged on a leash 15 feet behind your bike. Which is to say, the camera work is even *more* outside of the box than the levels filled with insubstantial objects.

The folks who made this seemed to think your kitchen table was wobbly and needed a slim disc to fix the problem. They're *that* outside the box.

Sometimes, games can be so bad they're funny. Spending 50 bones on this game is not, though. Rent it for a laugh.

Final Score ◖

Todd Zuniga

Players: 1-2
Memory Card: 43 KB

Gungrave

Publisher Sega
Developer Red Company/Sega
Web Site www.sega.com

I live for games like this. *Gungrave* is all about shooting action—there's no thought involved whatsoever. No puzzles, no platform jumping, just simple, mindless shooting. And I love that. It's also dripping with style. From the incredible digitally animated cinemas to the almost-cel-shaded visuals, ***Gungrave* is a feast for the eyes**. It also screams cool: the main character Beyond the Grave is the biggest badass since Dante.

It's just such a shame that, after a little while of play, all that flashiness starts to wear off and the realization starts to set in that this game is painfully slow, not to mention repetitive as all hell. **There's very little here to mix up the action**—no other weapons to use, not much variety to enemies, no innocent bystanders to be aware of, and no gameplay twists at all. It's also quite short—most gamers should be able to make it through the entire thing in about an hour or two (partially due to the fact there are unlimited continues, but also because it's rather easy).

Well, there's actually a little more depth than I've let on so far, it's just that it's more of a voluntary depth—and something I fear most people will overlook. For example, there's a combo system in place that rewards skillful shooting of enemies and objects, but it's nothing necessary to the game's completion. In addition, there's a shade of strategy in successfully managing your shield meter, but given the straightforward nature of the game, it's unlikely most will even notice this.

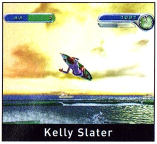
Fact is, **most people will dismiss *Gungrave* as shallow and not worth their time**. Not me, though. I love this game despite its shortcomings in the gameplay department. I love its style. I love the way your bullets shred just about everything in the game to bits. I love the super attacks and the fancy effects. I love the tiny details, such as the little trails of mist that rise off the massive pillars in the last level. I just love the game.

But do I love it enough to recommend plunking down 50 bucks for it? Not unless you're a hardcore shooting fan. A rental is probably in order for most here.

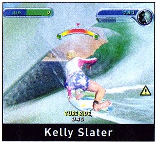
Final Score ●●●◖

Sam Kennedy

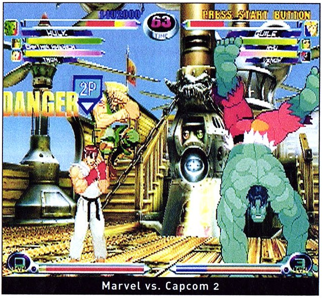
Players: 1
Memory Card: 79 KB



Kelly Slater



Kelly Slater



Marvel vs. Capcom 2

Kelly Slater's Pro Surfer

Publisher Activision
Developer Treyarch
Web Site www.activision.com

If there's one thing that really sets *Kelly Slater's Pro Surfer* apart from *Sunny Garcia* or *Transworld Surf*, it's that **it takes extra-special care to really represent the culture and lifestyle of surfing**. And as someone who's never surfed in real life (but would love to), this couldn't be more welcome. While the other surfing titles may show flashy clips of guys catching major waves, *Kelly Slater*'s audio and video segments really give you insight into the intricacies of the sport. It's all well-done and really gets you excited to play.

I also must commend Activision for its choices for musical accompaniment. I *totally* expected another extreme-sports title filled with grating punk tunes, but here we get some chill background music that totally fits the bill.

It's just that unfortunately, *Kelly Slater* falls into the same trap as *Garcia* and *Transworld* in that **it's a very well-done surfing game...but it's only that: a surfing game**. Since all of the action is confined to waves, there's just not as much excitement here as your typical Tony Hawk or Dave Mirra. Still, of the bunch, *Kelly Slater*'s got the most fun gameplay, as it has the most tricks and they're the easiest to pull off here (sometimes the game is almost too forgiving). *Transworld* may edge it out in terms of graphics, but *Kelly Slater* is the overall PS2 surfing champ.

Final Score ●●●◖
Sam Kennedy

EVERYONE E ESRB
Players: 1
Memory Card: 205 KB

Marvel vs. Capcom 2

Publisher Capcom
Developer Capcom
Web Site www.capcom.com

Why Capcom waited this long to port this over to the PS2 is beyond me (it hit arcades and the Dreamcast two years ago!), but I'm glad they have. Why? Because **this is hands-down one of the coolest fighters from the company**. You're able to pit all sorts of Marvel characters, from Spider-Man to the Hulk, against well-known Capcom characters, ranging from *Resident Evil*'s Jill Valentine to even the classic Strider Hiryu. The character offering is simply too cool (56 in all) and this keeps the game fresh even today.

It's also still surprising to see how much else Capcom was able to cram into this game. Matches feature three-on-three fighting, and you're able to swap between characters on-the-fly. The fact that there's no loading whatsoever between character swaps is impressive, but especially so when you factor in all of the insane special moves and tag-team combos these characters can pull off. The amount of animation that will fill your screen in a single match alone will no doubt have you gaping in disbelief.

Unfortunately, **some of the basic character animations seem to have been trimmed back a tad** (compared to other *Street Fighter* games) to make room for all of the flashy stuff, but it's still impressive overall. If only Capcom were able to bring its character sprites up to a 640 x 480 resolution—as in *Capcom vs. SNK 2*, a lot of the characters look extremely pixellated when set against the stunning 3D backdrops.

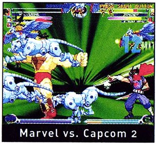
As for the gameplay, think *Street Fighter* but absolutely off the hook. Battles are simply insane, with super moves that literally fill the screen with effects. **It's over-the-top for sure, but surprisingly playable, and even possible to effectively master.**

If there's any downside to the game, aside from the pixelly characters, it's the completely fruity music. I really don't know what Capcom was on when they let a lot of this stuff slide. It's not all awful, just incredibly odd for a fighter.

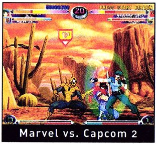
If you're a fighting-game fan and you haven't already played the Dreamcast version, check this out. With all of its great characters, you'll be entertained for ages.

Final Score ●●●●
Sam Kennedy

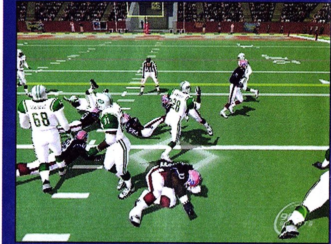
TEEN T ESRB
Players: 1-2
Memory Card: 57 KB



Marvel vs. Capcom 2



Marvel vs. Capcom 2

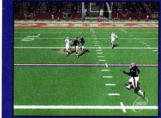


NFL GAMEDAY 2003

On the comeback trail

Publisher Sony CEA
Developer 989 Sports
Web Site www.989sports.com

For two years, *GameDay* has been the PS2 sports doormat—heck, it's been the PS2 *game* doormat. In two years, the franchise has taken baby steps to go from despicable to almost barely but not-quite playable. These last two *GameDay* years have been a great source for folly and laughter, much like the dismal Detroit Lions. But there's nothing funny about being this bad three years in a row. Which is why 989 did everything they could to make not only a playable version of their game, but a game worth playing.



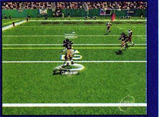
Anyone who knows the NFL knows that everything can turn around in one season, regardless of what horrors lay in a franchise's grizzled past. Look at the Chicago Bears of 2001. It seems like the brains at *GameDay* used the Bears' blueprint for inspiration.

OK, so it's better. A lot better. Infinitely better, in fact. But realistically, it's not a *Madden*-beater. It's not even a runner-up (*NFL 2K3* carries that distinction). But the turnaround is worth giving into, even if it's just for a rental. It gingerly places *GameDay* back on the football video-game map.

The ultimate key to *GameDay*, which gives it hope, is that there has obviously been a great effort to alleviate the silliness (also known as sloppiness). It's gone. There's no more watching the ball shoot out of the back of the QB's hand. Nor are there ridiculous moments when players slide 15 yards after a dive. Also, the football itself no longer looks like it fell from a rabbit's backside. **The whole game is cleaner and neater.**

But while being cleaner and neater, it's still a football game. Football is complex, and when you've dropped this far behind the *Madden*-set curve, there's going to be a period where you're strictly playing catch-up (ask the ambitious minds of *NFL 2K3* who started on the Dreamcast).

The game's biggest flaw is a facet I anticipated would be its great gift: defense. The players slide when you're strafing left and right without lifting their feet, but the real problem is that they feel like they're sliding when you're trying to get into position to lay the wood to some runaway-train halfback. **I feel completely out of control—to the point where I feel like there is *no* defense.** There's rarely an interception and the cornerbacks don't bother batting down passes (a bat-down button, like in



Madden. would be a huge help). While the tackles look bitchin', I don't really feel like I'm in control. I don't feel like *I'm* laying the smack on some receiver with his head down. It feels like the game is doing it for me.

An oddity within all this? There are too few big plays. Even though you can earn first down after first down, it never seems like you're breaking off consistent 40-yard plays. So it's a bend-not-break style of defense you'll have to contend with.

Offense, on the other hand, is a riot. The run game is a hoot if you like terrorizing d-lines. But I feel like that's a product of the CPU having a tough time playing defense, too.

As for the big pluses, **the Franchise mode is sweet and the stat-tracking is well beyond anything that the other games are doing**. The online, too, is a big plus. Very smooth, very fast, and lots of stats for the mathematician types. But I'd love to see more creative playbooks and tighter A.I.

This game has a long road ahead, but its come a long way. There's now a sense of pride and direction with this title. But when it's all said and done, it comes down to this: *GameDay* has earned my respect, but *Madden* has earned my $50.

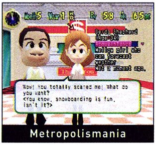
Final Score ●●◖

Todd Zuniga

Players: 1-8
Memory Card: 270 MB

Metropolismania

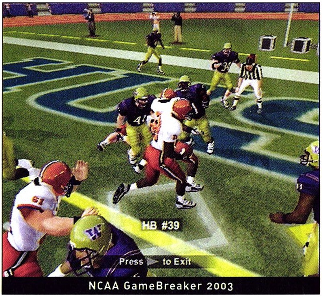
Mobile Suit Gundam



Wow! You totally scared me! What do you want?
<You know, snowboarding is fun, isn't it?>

Metropolismania

Mobile Suit Gundam



NCAA GameBreaker 2003

Metropolismania

Publisher Natsume
Developer Media Factory
Web Site www.natsume.com

Ever wondered what you'd get if you crossed *SimCity* with *Dark Cloud*? Well, wonder no more—*Metropolismania* is here.

It's a pretty interesting concept, marrying the city-building and management elements of *SimCity* with the personal interaction and attention to detail of the "georama" segments of *Dark Cloud*. Your job is to construct the loose framework of a city, and then find people to live there. You start off with a small collection of prospective tenants (not to mention a pimptastic yellow suit); in order to build up your city, you'll need to earn the friendship of the newcomers so that they can introduce you to *other* prospective tenants.

It goes beyond that, of course: You also need to make sure personal demands are met (things like the need for playgrounds, schools, family-friendly restaurants and the like), or you start to lose tenants.

Like I said, it's an interesting concept, especially for those looking for a new twist on the "god-game" concept. The trouble is primarily the interface: **It's extremely awkward**, and once you get beyond a couple blocks' worth of homes, you're going to start having issues trying to keep things rolling smoothly—not to mention trying to keep everyone's name straight in your head. For fans of the genre, it's a required rental—though for 20 bucks, you might as well buy it.

Final Score ●●●

Joe Rybicki

Players: 1
Memory Card: 1 MB

Mobil Suit Gundam: Federation vs. Zeon

Publisher Bandai
Developer Capcom
Web Site www.bandai.com

Gundam fans, get ready to be shocked: Here's a Gundam game that actually lives up to the franchise. Similar to how 3DO got the developer Pandemic involved to finally come up with a quality Army Men game, Bandai tapped the fighting gods at Capcom to handle this one. And hey, if that's what you've gotta do to make a game the fans are going to love, so be it!

Gundam: Federation vs. Zeon is **a pretty straightforward fighting game** that allows you to choose your side, either the Earth Federation or the Principality of Zeon, at its start. You're also able to select weaponry, ranging from machine guns to spiked ball-and-chains. Then it's off into battle, where you and an A.I.-controlled wingman will face off against various numbers of opposition forces (unfortunately, your wingman isn't always that dependable, causing some unwanted deaths; a second player can remedy this, though).

What really sets this Gundam apart from the rest is that **it actually controls pretty well**. Actions are all reasonably quick, and it's easy to cycle back and forth between opponents. It's just an overall much faster and playable game than previous installments. Environments are also far cooler here—especially the space battles.

Gundam fans, don't hesitate: This is the one you've been waiting for.

Final Score ●●●◖

Sam Kennedy

Players: 1-2
Memory Card: 148 KB

NCAA GameBreaker 2003

Publisher Sony CEA
Developer RedZone/989 Sports
Web Site www.989sports.com

I've always thought of myself as a positive person, so before I get to the faults of *NCAA GameBreaker 2003*, I'd like to take a moment to list the things it has in its favor.

Its graphics are pretty good. OK, now that that's out of the way....

From presentation to gameplay, *GameBreaker 2003* fumbles on every play, failing miserably in its attempt to wrest the championship from *NCAA Football 2003*. For starters, when I score a touchdown as my beloved Tennessee Vols, I wanna hear "Rocky Top," not the same generic "college-sounding" tune played for every team. Keith Jackson's commentary doesn't make things any more exciting, as his remarks remain largely unchanged from several *GB*s ago. Meanwhile, new partner Tim Brandt telling me that it's "4th and goal" when I'm facing a 4th and 24 at my 4-yard line just makes me wanna laugh. Even worse, you hear players referred to by their numbers way too often (as if this is supposed to sound natural!), which only accentuates the lack of player names—and unlike the other two college games, you don't even have the option to change a "QB #7" to a "Clausen." Inexcusable!

If the gameplay made up for the shoddy presentation, *GB 2003* might still be worth a look. But it doesn't. About all each game has going for it is that **the scores usually end closely and realistically**. Or maybe that's just because the aura of apathy around this game—there just isn't any *spirit*—is so high that I tend to choose the same shotgun play repeatedly, like a braindead automaton. It's all I need to do to compete (even if one of my five receivers isn't allowed to catch the ball since no icon hovers over his head). Meanwhile, **bodies fly everywhere in an unrealistic manner, making success at running plays totally random**. And defense? Hope for the best.

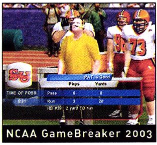
Between games, things feel even more stale. And hasn't 989 figured out that some people like to involve more than one playable team during a season? Further, what's with having to manually delete your save with no simple overwrite option?

Just pick up *NCAA 2003* and forget this one exists.

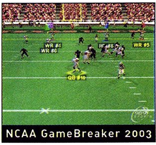
Final Score ●●

Chris Baker

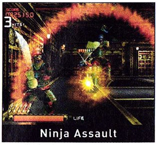
Players: 1-8
Memory Card: 400 KB



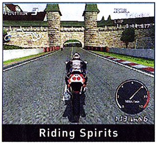
NCAA GameBreaker 2003



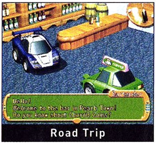
NCAA GameBreaker 2003



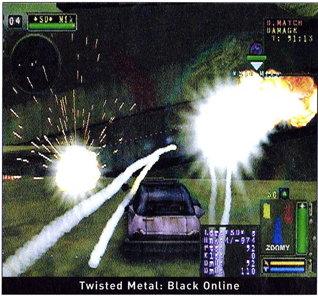
Ninja Assault



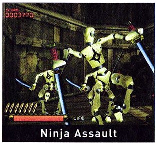
Riding Spirits



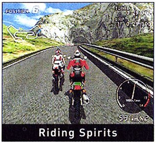
Road Trip



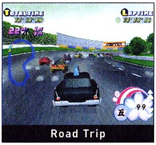
Twisted Metal: Black Online



Ninja Assault



Riding Spirits



Road Trip

Ninja Assault

Publisher Namco
Developer Namco
Web Site www.namco.com

If there's one thing Namco knows how to do, it's create light-gun games that offer intense action at a lightning pace. *Ninja Assault* succeeds at this—but little else. It's **a run-of-the-mill gun game that's fun for playing in spurts just to shoot stuff**. But that's about it.

In an attempt to add value to the game's Story mode, *Assault* includes four different plotlines to follow, adding three to the direct port of the 2000 arcade version. The only thing is, each 30-minute game basically throws the same levels your way (give or take a couple), with very little variety. Sure, the cutscenes differ, but something tells me you're not playing a light-gun game for heart-wrenching drama (especially not one where the voice acting isn't just laughable—it's *sad*). And I know it doesn't really have to make sense, but the very premise behind *Assault* is just plain dumb. Ninjas with guns?! This game makes *Teenage Mutant Ninja Turtles* episodes look like documentaries on the ninja way of life.

Fortunately, **the extra mini-games help to enhance things** (if only by a little), and it's always fun to shoot stuff simultaneously with a friend (never mind the fact that that's impossible if you haven't already purchased *Time Crisis II* or *Vampire Night*, since this game is Guncon2-compatible only). Still, it's as average as light-gun games get.

Final Score ●●◖
Chris Baker

Players: 1-2
Memory Card: 47 KB

Riding Spirits

Publisher Bam! Entertainment
Developer Spike
Web Site www.bam4fun.com

I don't care how significant the name "*Riding Spirits*" actually is to the sport of street-bike racing, I just can't help thinking that it sounds more like the name of a horse-racing game. It just sounds far too whimsical.

Essentially, *RS* is trying awfully hard to be "*Gran Turismo* for motorcycles" and actually manages to almost be just that. The setup is remarkably similar to *GT*, and there are **150 bikes that plumb the depths of motorcycle history as far back as the '70s**. If you're a beard-wearing, chaps-clad "biker," you're not going to appreciate the entirely Japanese selection (complete with zany alphanumeric nomenclature), but otherwise this is crotch-rocket heaven.

As I've mentioned in previous bike-sim reviews, I often have problems adjusting my brain to the way a bike controls compared to that of a car racer. *RS* is particularly sensitive, and I found that for the first few hours of play, I was constantly losing races and falling on my head every time there was even the slightest hint of a corner. With practice though, it's possible to tune into the rhythms of both the bike and the course, and it actually proves to be a very competent game. **I prefer both the look and feel of *Moto GP2***, but what *RS* lacks in these areas, it more than makes up for in scope. If they do a sequel, I'm sure it'll be awesome.

Final Score ●●●◖
John Davison

Players: 1-2
Memory Card: 299 KB

Road Trip

Publisher Conspiracy
Developer Takara
Web Site conspiracygames.com

It would be easy to dismiss *Road Trip* as budget-priced shovelware, poured onto the shelves at 20 bucks a pop to lure the unwary buyer to an impulse purchase.

Nothing could be further from the truth; *Road Trip* is **charming, deep and astonishingly addictive**. This sequel takes all the potential of the generally overlooked *Gadget Racers* and runs with it, and the result is a refreshingly unassuming game that's, well, *adorable*.

I know—I don't like using that word any more than you like reading it, but it's true. When you create what amounts to a car-based RPG (dare I say "car-PG"? Why, I believe I just did!) centered around superdeformed little roadsters that look like something drawn from the drug dreams of Lee Iacocca, "adorable" is really the only word that fits. But I don't mean to imply that that there's nothing underneath that charming exterior.

The truth is, the hundreds of different items available in *Road Trip* could easily give birth to a Pokémonesque collect-'em-all obsession. The whimsical collectibles keep you cruising those wide-open miles from town to town and back again (yes, it does feel like a road trip at times)—and while **the actual physics could use a little work**, this game's less about the gold and more about the goods anyway. At $20, this is a no-brainer for any racing fan.

Final Score ●●●●
Joe Rybicki

Players: 1-2
Memory Card: 60 KB

Twisted Metal: Black Online

Publisher SCEA
Developer Sony Santa Monica
Web Site www.scea.com

OK, considering that this game is completely free (you get a mail-in certificate for a free copy when you pick up the Network Adapter), it's a little strange to be giving this one a rating, but because it could be the deciding factor in picking up one of those adapters in the first place, I'll fill you in on exactly how well *Twisted Metal* plays online.

First off, being an ardent fan of the original *TMB*, the promise of playing the game online seemed too cool. And indeed it is. What you have here is **basically the entire multiplayer mode of the original (all of the areas, vehicles and weapons are here), but now playable against other people online**. Sony's even added in a few modes such as "Capture the Flag" and "Collector" (where you race to collect crystals), which help add some variety to the otherwise basic blast-a-thon (sadly, there are no team play modes though). In addition, there are now Relics to be picked up, which help make the matches a little more interesting. These give your vehicle special abilities, such as a heal function or better attack capabilities.

Twisted Metal

So how does it play? Great! Being able to go up against real humans instead of the computer is infinitely more satisfying. **Using a dial-up modem is a little weak though—only two people can go at it at once** (though you can fill in the gaps with A.I. bots). Broadband is really the only way to go, as this will allow you to play with up to eight gamers at once. I did run into a little network lag here and there (the screen would slow down and jump from time to time), but it never ruined the experience.

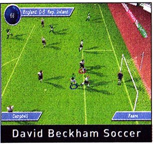
Unfortunately, despite the fact that the Twisted Metal formula makes for great online multiplayer mayhem, there isn't as much excitement as I'd ultimately hoped for. For example, the game really could have used a taunt feature, whether it be voice through the *SOCOM* headset, keyboard chat support or even just some controller hotkeys. An announcer voice would've helped too.

Still, who am I to complain? The game is free and it's a load of fun. Besides, I bet all of that stuff I mentioned will be available in the next "real" Twisted Metal anyway.

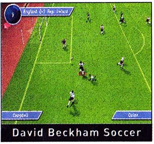
Final Score ●●●●
Sam Kennedy

Players: 1-8
Memory Card: 107 KB

Twisted Metal



David Beckham Soccer



David Beckham Soccer

David Beckham Soccer

Publisher Majesco
Developer Rage
Web Site www.majescogames.com

David Beckham is to England in the 2000s what Michael Jackson was to America in the '80s. The guy's a freakin' icon, big-time. If you saw England play in the World Cup, you might have seen his goal celebration where he ran to the sidelines, faced the English supporters, and kissed the England logo on his jersey. It was my favorite moment of the entire tournament.

Beckham's also one of the great players in the world. Top five, easily. And his World Cup haircut has inspired me to trim my locks a scoche so I, too, can have "The Fish," which I call "The Beckham." He's that cool.

So it seems like a good plan to put him on a game cover. Sadly, the game is on the PSone, which makes his presence feel a bit wasted (but please don't tell Posh Spice I said that!).

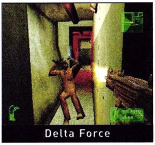
Even though the game is PSone, it's a pleasant enough surprise. **The goalie play is superb, the Training with Beckham mode makes for a solid hour of fun, and if you're a Beckhamophile, you'll love "The Beckham Story,"** which is a mini-biography along with an interview with the world's most popular athlete.

Should you buy this game? Well, it's cheap, which is nice. **If you have *FIFA*, don't bother**—but if you need a little more Beckham in your life—and really, who doesn't?—then why not?

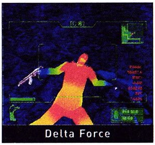
Final Score ●●●

Todd Zuniga

EVERYONE E ESRB **Players: 1-4**
Memory Card: 4 blocks



Delta Force



Delta Force

Delta Force: Urban Warfare

Publisher Novalogic
Developer Rebellion
Web Site www.novalogic.com

Playing *Delta Force: Urban Warfare* after spending a month with *SOCOM* is sort of like hanging out at the local parking-lot carnival after spending a month in Disney World: You can kinda see the draw, but it just doesn't have the same magic, and you sort of feel sorry for anyone who's never gotten a chance to experience the real deal.

If you took this game back in a time machine to the days before PS2, everyone would *oooh* and *aaah* at the pretty graphics. We wouldn't worry too much about the **stuttering framerate, jittery animation or serious graphical glitches**. We'd all think the dialogue was pretty solid, and that the story was semi-interesting, and that the gameplay was varied enough to keep us playing. But that was then, and this is now.

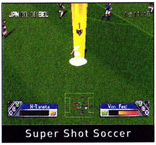
The fact of the matter, though, is that if *Delta Force* had been slightly more polished—if the ridiculous difficulty imbalance were straightened out, for example, or all the graphical idiosyncrasies smoothed over—it could have turned into a pretty great game. But as it is, there's a double handful of mild-to-serious flaws that clobber this one in the kneecaps.

It's **still an above-average PSone title**, but only marginally so. You'll think it's neat for maybe an hour or so, then you'll get frustrated and go look for something else.

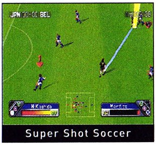
Final Score ●●●

Joe Rybicki

TEEN T ESRB **Players: 1**
Memory Card: 1 block



Super Shot Soccer



Super Shot Soccer

Super Shot Soccer

Publisher Tecmo
Developer Tecmo
Web Site www.tecmo.com

Remember *Tecmo Bowl*? It's often considered the greatest football game of its time (or any time, if it weren't for this year's *NCAA Football 2003* by EA Sports). It seems the guy who directed *Tecmo Bowl* is the same guy who designed *Super Shot*. It's a pedigree worth getting excited over.

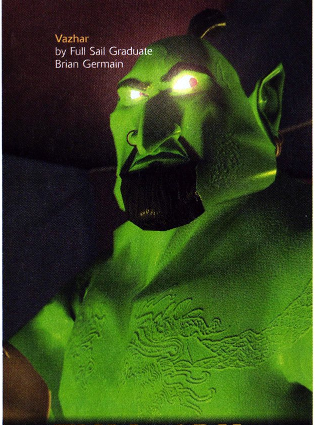
That's the good news. The better news? *Super Shot*, despite a trim features set and super-lame presentation, plays superbly. The graphics are great considering it's PSone, and **the players move like they're playing real soccer**. Of course, the game isn't all about real soccer. It's about pulling off wacky special moves. United States' Space Rocket shot allows you to blast the ball accurately and powerfully from anywhere on the offensive half of the field, Saudi Arabia's Oil Slip dribble makes surrounding defenders slip and fall, and England's Big Ben defense electrocutes the ball carrier. Each team has at least two moves that will help them defend, pass and score, and it's worth playing with every team just to see what skills their special moves allow them.

The key is that **the actual gameplay is clean enough that the special moves don't seem like they're trying to make up for anything**. That's why it's impressive. I would say rent it, but for $10, don't be such a cheapo. Go halfsies with a friend if you don't own *FIFA*.

Final Score ●●●◖

Todd Zuniga

EVERYONE E ESRB **Players: 1-2**
Memory Card: 1 block



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IN THIS EDITION

You don't have your network adapter yet? Does that mean you don't want to square off against the *OPM* freedom fighters in *SOCOM*? It must. Or maybe you're waiting to find out about the great hiding spots in Replay. Understandable.

For the Broadbandless, no worries. We've got plenty for you, no matter what your gaming preference. For the X gamer, we've got *Mat Hoffman's BMX 2* and *Freekstyle*. For the sports nut, we bring tips on *Madden*'s Mini-Camp and for the war-torn WWII types, we help you through another tough trial in *Frontline*. We're also pandering to the Shogun types (who wouldn't?) with *Onimusha 2*. Like we said, something for everyone.

Plus, Greatest Hits tips and *Blitz 20-03* codes. Enjoy.

SECRETS **REVEALED**

PS2 Games

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PSone Games

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SPECIAL **FEATURE:** PS2 GREATEST HITS

When games are only 20 bucks, they fly off the shelves. Particularly when they're this good.

ATV OFFROAD FURY
It's only one of the easiest games to pick up and play, but that doesn't make winning the races any easier. We offer help.

GRAN TURISMO 3
This game can be a lot of work. But why bother when all you really need is a rubber band and a recliner?

PS2 Tricks and Review Archive

Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-disc score. A number ① indicates it's rank in the top 10 selling games for each system.

Game	Publisher	Score	Issue
18 Wheeler American Pro Trucker	Acclaim	●●●	52
4x4 EVO	GOD Games	●●●●	44
⑨ 2002 FIFA World Cup	EA Sports	●●●●	58

The World Cup may be over, but USA's performance will have many soccer enthusiasts counting down the days until the next big tourney in 2006. Until then, all we can do to support your newfound footie fetish is codes.

All-Americas team
Win the World Cup with an American team (such as Team U.S.A.) to unlock the All-Americas team in Friendly Match mode.

All-European team
Win the World Cup with an European team to unlock the All-European team in Friendly Match mode.

All-Asian team
Win the World Cup with an Asian team to unlock the All-Asian team in Friendly Match mode.

All-African team
Win the World Cup with an African team to unlock the All-African team in Friendly Match mode.

All-World team
Unlock the All-Americas, All-European, All-Asian and All-African teams to unlock the All-World team in Friendly Match mode.

Game	Publisher	Score	Issue
Ace Combat 04: Shattered Skies	Namco	●●●●◐	51
The Adventures of Cookie & Cream	Agetec	●●●◐	44
Aggressive Inline	Acclaim	●●●●◐	59
Airblade	Namco	●●●●	53
All-Star Baseball 2002	Acclaim	●●●◐	44
All-Star Baseball 2003	Acclaim	●●●◐	56
Aqua Aqua	3DO	●●	42
Arctic Thunder	Midway	●	50
Armored Core 2	Agetec	●●●	39
Armored Core 2: Another Age	Agetec	●●●◐	48
Army Men Air Attack	3DO	●●●◐	44
Army Men: Green Rogue	3DO	●●	45
Army Men RTS	3DO	●●●●	56
Army Men: Sarge's Heroes 2	3DO	●●◐	45
⑧ ATV Offroad Fury	Sony CEA	●●●●	42

There's a sequel coming for *ATV*, so buckle up your chin strap and get prepped with this nice-priced precursor.

Get All the ATVs
Go into Pro-Career mode and name yourself "CHACHING" if you want all ATVs. It will then kick you back to the main screen, but now you'll have all the ATVs!

Kick Open All Levels
Begin a Career mode and enter the name "WHATEXIT." You'll get booted to the main menu, but all the levels will be unlocked.

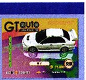
Game	Publisher	Score	Issue
Baldur's Gate: Dark Alliance	Interplay	●●●●◐	52
Barbarian	Titus	●●	57
Bass Strike Virtual Fishing Tournament	THQ	●◐	51
Batman: Vengeance	Ubi Soft	●●●	51
Blood Omen 2	Eidos	●●●◐	57
Bloody Roar 3	Activision	●●●◐	47
Britney's Dance Beat	THQ	●●●●	58
The Bouncer	Square EA	●●●	42
Burnout	Acclaim	●●●●◐	52
Capcom vs. SNK 2	Capcom	●●●●◐	51
CART Fury	Midway	●	47
Casper: Spirit Dimensions	TDK Mediactive	●●◐	50
City Crisis	Take 2	●●●	48
Cool Boarders 2001	Sony CEA	●●●●	46
Crash Bandicoot: The Wrath of Cortex	Universal	●●●◐	51
Crazy Taxi	Acclaim	●●●●	46
Dark Angel: Vampire Apocalypse	Metro3D	●◐	49
Dark Cloud	Sony CEA	●●●●◐	46
Dark Summit	THQ	●●●◐	52
Dave Mirra Freestyle BMX 2	Acclaim	●●●◐	50
Dead or Alive 2: Hardcore	Tecmo	●●●●◐	39
Deus Ex: The Conspiracy	Eidos	●●●●◐	56
Devil May Cry	Capcom	●●●●●	50
Donald Duck: Goin' Quackers	Ubi Soft	●●●◐	42
Downforce	Titus	●●	57
Dragon Rage	3DO	●◐	54
Drakan: The Ancients' Gates	Sony CEA	●●●●	53
Driven	Bam!	●	52
Driving Emotion Type-S	Square EA	●●◐	41
Dropship	Bam!	●●●●	57
Dynasty Warriors 2	Koei	●●●●	38
Dynasty Warriors 3	Koei	●●●●	52
Ecco the Dolphin: Defender of the Future	Acclaim	●●◐	56
Endgame	Empire	●●	59
Ephemeral Fantasia	Konami	●◐	49
Escape From Monkey Island	LucasArts	●●●●●	46
ESPN International Track & Field	Konami	●●●	39
ESPN International Winter Sports 2002	Konami	●●●●	54
ESPN MLS ExtraTime	Konami	●●	44
ESPN National Hockey Night	Konami	●◐	45
ESPN NBA 2Night	Konami	●●	42
ESPN NBA 2Night 2002	Konami	●●●	56
ESPN Winter X Games Snowboarding	Konami	●●●	41
ESPN Winter X Games Snowboarding 2002	Konami	●●●	53
ESPN X Games Skateboarding	Konami	●●●●	49
Eternal Ring	Agetec	●●	38
Eve of Extinction	Eidos	●●◐	56
Evergrace	Agetec	●●	39
Evil Twin	Ubi Soft	●●	52
Extermination	Sony CEA	●●◐	48
Extreme G III	Acclaim	●●●●	50
F1 2001	EA Sports	●●●●●	52
F1 2002	EA Sports	●●●●◐	60
F1 Championship	Ubi Soft	●●●●	43
F1 Championship Season 2000	EA Sports	●●◐	41
Fantavision	Sony CEA	●●●●	40
Fatal Frame	Tecmo	●●●●	55
FIFA 2001 Major League Soccer	EA Sports	●●●●◐	39
FIFA 2002	EA Sports	●●●●◐	51
Final Fantasy X	Square EA	●●●●●	53
Fireblade	Midway	●●◐	59
Forever Kingdom	Agetec	●◐	53
Formula One 2001	Sony CEA	●●◐	50
Freekstyle	EA Sports Big	●●●●	59
Frequency	Sony CEA	●●●◐	52
Frogger: The Great Quest	Konami	●◐	53
Fur Fighters: Viggo's Revenge	Acclaim	●●●	46
Gadget Racers	Conspiracy	●●●◐	50
Gallop Racer	Tecmo	●●	48
Gauntlet: Dark Legacy	Midway	●●●◐	46
Giants: Citizen Kabuto	Interplay	●●●◐	51
Gitaroo-Man	Koei	●●●◐	53
Godai: Elemental Force	3DO	●◐	54
Gradius III and IV	Konami	●●◐	39
③ Gran Turismo 3: A-spec	SCEA	●●●●●	46

Cheater's Corner
You can't cheat your way to a top license, but you can get one up on your competition during a real race. Certain tracks—like Apricot Hill and Trial Mountain—have chicanes on them that aren't bordered by walls. That's your cue to do a little "agricultural racing" and cut corners by driving through the grass or dirt surrounding them. It's not the most noble way to win a race, but we're in this for fun and profit, not to gain the respect of a bunch of faceless competitors. Right?

Also, try using other cars as bumpers. If you're following an opponent into a turn and want to get past him, don't use your brake. Instead, hit

Game	Publisher	Score	Issue

3 Gran Turismo 3: A-spec cont.



him as he slows down for the turn. It should put him into the wall and slow you down enough to make the turn comfortably. Likewise, if you're in a turn and have a car on the outside of you, accelerate early. Don't worry if you start to slide out, since the car beside you will keep you on the track. Of course, he might hit the wall in the process. Oh well, them's the breaks.

Jiffy Lube

Change your oil after every race or series in Gran Turismo mode. When your oil light comes on, you can bet your car's about 20hp less powerful. That may not sound like a lot, but it's usually the difference between first or second place in the Professional league.

Game	Publisher	Score	Issue
2 Grand Theft Auto III	Rockstar	●●●●●	52

You've done it all? Well, try these codes to keep the fun alive. Nothing better than sniping from high above with lots of ammo.

Secret package bonuses

The following items are always available at your safe house, and they regenerate. The numbers indicate the number of hidden packages needed for that item:

10: Pistol
20: Uzi
30: Grenades
40: Shotgun
50: Armor
60: Molotov cocktail
70: AK47
80: Sniper Rifle
90: M16 or Flamethrower
100: Rocket Launcher

Speed up time

While playing a game, press Circle, Circle, Circle, Square, Square, Square, Square, Square, L1, Triangle, Circle, Triangle. If you entered the code correctly, a message will appear.

Alternate costumes

While playing a game, press Right, Down, Left, Up, L1, L2, Up, Left, Down, Right. If you entered the code correctly, a message will appear.

Pedestrians riot

While playing a game, press Down, Up, Left, Up, X, R1, R2, L2, L1. If you entered the code correctly, a message will appear. Note: Saving the game will make the effects of this code permanent.

Pedestrians attack

While playing a game, press Down, Up, Left, Up, X, R1, R2, L1, L2. If you entered the code correctly, a message will appear. Note: Saving the game will make the effects of this code permanent.

Game	Publisher	Score	Issue
Grandia II	Ubi Soft	●●●◖	53
GTC Africa	Majesco	●●◖	58
Guilty Gear X	Majesco/Sammy	●●●●	51
Gungriffon Blaze	Working Designs	●●●◖	39
Half-Life	Sierra	●●●●●	51
Harvest Moon: Save the Homeland	Natsume	●●●●	51
Headhunter	Acclaim	●●●	57
Herdy Gerdy	Eidos	●●●	56
Heroes of Might and Magic	3DO	●●◖	46
Hidden Invasion	Conspiracy	●●●	60
High Heat MLB 2002	3DO	●●●●	44
High Heat MLB 2003	3DO	●●●●◖	55
Hot Shots Golf 3	Sony CEA	●●●●	55
Ico	Sony CEA	●●●●●	50
Jade Cocoon 2	Ubi Soft	●●●◖	53
Jak and Daxter: The Precursor Legacy	Sony CEA	●●●●●	52
James Bond: Agent Under Fire	EA Games	●●●●	52
Jeremy McGrath Supercross World	Acclaim	●	53
Jonny Moseley Mad Trix	3DO	●◖	54
Kengo: Master of Bushido	Crave	●●●	42
Kessen	EA Games	●●●	39
Kessen II	Koei	●●●	51
Kinetica	Sony CEA	●●●●◖	50
King's Field: The Ancient City	Agetec	●●	55
Klonoa 2: Lunatea's Veil	EA Games	●●●●◖	47
Knockout Kings 2001	EA Sports	●●●●	42
Knockout Kings 2002	EA Sports	●●●●	55
Le Mans 24 Hours	Infogrames	●●◖	48
The Legend of Alon D'ar	Ubi Soft	●◖	54

REPLAY FORUM

FATAL FRAME: KILLING KIRIE
I'm stuck on the last stage of "Fatal Frame" called Kirie. How do you defeat Kirie? I shot her with my camera and used the highest film, and her energy still wouldn't go down. Can you please give me a strategy on how to defeat her?

Orlando Saffold
kniqknaq98@yahoo.com

Yep, Kirie's a tough one. As long as you're packin' at least some 74 mm heat, though, you should be able to handle her. We're guessing your problem is that you were hitting her before your targeting circle turned orange, which is essential. Once you've got the timing nailed, remember that she teleports all over the place, so keep your eyes open. Don't try to use any special abilities, however—they won't work. Just keep your cool through it all, and you're on your way to beating the game!

MOTO GP 2: LEGENDS MODE
The Replay section is my favourite part of the whole magazine. In the next issue, can you throw in some cheats for *Moto GP 2*?

Brad Hale
skater4life98@hotmail.com

Even though we suspect you're from Canada ("favourite"?), we'll hook you up with this *Moto GP 2* nugget. Hope it comes in handy.

Legends Mode

In the Challenge mode, unlock

Cont. on pg. 163

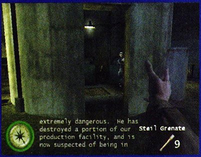
FRONTLINE: UNDER THE RADAR

The last missions in Medal of Honor: Frontline *aren't forgiving. War is certainly hell here. That's why we decided to walk you through Under the Radar (we're guessing you pulled through on the mine shaft level, right?). Follow these tips to make your life easier.*

Under the Radar

- Find the demo charges
- Disable both radar stations
- Radio Allies your position
- Find Entrance to the HO-IX Hanger

Grab the two ammo pickups in front of you when the level starts. Take out the machine gun crew covering the road as well as the officer and grab the demo charges on the south side of the building.

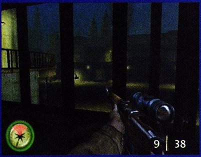

extremely dangerous. He has
destroyed a portion of our
production facility, and is
now suspected of being in
Steil Grenate
9

Tip: If you are careful, you can catch the MG crew before they even know you're around. Stay near the building and pick them off with your sniper rifle or toss a grenade their way. If one of them makes it to the gun, you can use the building for cover.

Head south to the radar tower. Kill the enemy inside and plant a Steil grenade (pictured above), then plant the demo charge (you can find them around the corner from the first building). The explosion will destroy the grate in the floor, exposing a ladder to the runway.

Then get to the southeast ladder leading up the side of the cliff.

Tip: The runway is infested with enemies. Make sure you use your rifle to take out snipers and panzer troops before running across. Hide near the fence (pictured below) to take out the machine-gun nest.



Take the ladder and follow the path until it forks. Head right, but be careful! It's a shooting gallery! Pull out your bazooka and peek around the corner. A well-placed shot will take all four out. Or just snipe.

Tip: A safer way to deal with this is to take the path that leads left. When you get to the fence, lob a grenade over. Try to get them before they split up and turn your sneak attack into a full-blown firefight.

Pick up any ammo and health you need around the station at the shooting range, then take the path to the south. The path will lead you to a trench maze that is being watched over by an MG nest.

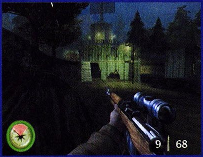
Make your way to the southwestern corner of the trenches.

Tip: A quick path out (from the entrance) is to head south, east, west, southwest, west and north.

Tip: The building near the end of the maze not only has an enemy, it also has a field surgeon pack and an ammo pickup.

Head down the path until you come upon a ruined building (shown below). Look out, though. In addition to enemies in the trench and around the debris, there is an MG nest overlooking this area.

Take out a few enemies, then head up the steps and across the plank to the other side of the ruins. When you drop down, turn left and head back toward the MG nest. Immediately to your right is a path leading northeast toward the tower—take it until you find another ladder to climb up.

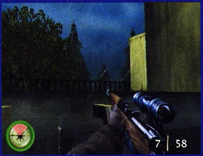


Tip: As you make your way to your ladder, there will be two bunkers off to your left. Not only will you find a medical kit in both, you will get a chance to take out the two MG crews that were harassing you earlier! But don't overdo it.

Head up the ladder (but be careful—there's a sniper there who's madly accurate!—shown below) and take the catwalk around until you see the doorway off to your right. Plant an explosive and the second objective is done. Take the ladder down through what used to be the floor and take the path to the east.

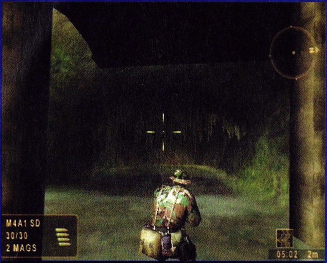
Tip: As you move along the path, keep your rifle handy and pointed to the sky so you can take out the snipers up in the towers.

At the end of the path you will come to two buildings overlooking a second runway. On the runway is your ultimate goal—the HO-IX! Enter the first building and use the radio to report your position to Allied command. Once that's done, head north into the second building and take the ladder down to the next level.

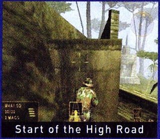


SOCOM: ABANDONED

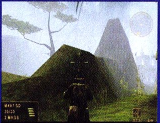
Hidey-holes and sniper spots—camp your way to a successful game



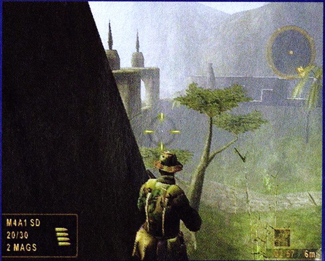
Here's the River Hideout from the outside



Start of the High Road



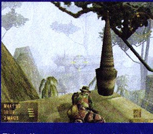
Start of Up the Mountain



Here's where the path Up the Mountain ends

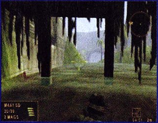
Starting this month, we'll be highlighting specific multiplayer maps for *SOCOM*. We'll show you the best sniper spots, some great ambush points, and a few rarely used paths to help you get the drop on the opposition. Since the teams start on opposite sides of the map, we'll be designating the locations as "SEAL side" or "Terrorist side." Now get out there and shoot something.

SEAL SIDE: THE HIGH ROAD
From the SEAL start point, swing far left and you'll see a bordered, paved path that runs along the cliff face. However, what you may not notice is the thin ledge *above* that path. You can climb up to it at the start of the path and follow it around to the tunnel entrance, where you'll find a nice secluded platform perfect for sniping:



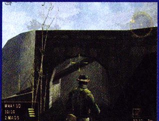
This offers a great view of the main temple and the broken bridge, two oft-traveled areas for both teams. You'll also be able to get the jump on any Terrorists coming out of the tunnel. Won't they be surprised!

SEAL SIDE: RIVER HIDEOUT
Many players don't notice that under the broken bridge is a small alcove carved into the cliff. The vegetation hanging down in front of the hole makes it tough to spot a player hidden within:

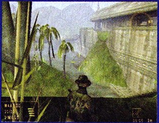


From this spot you can see anyone moving through the river tunnel; it also puts you in a great position to take advantage of anyone falling off the broken bridge (which happens quite a bit—it's a tough jump) or coming out of the burial rooms.

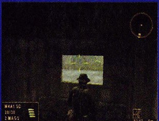
SEAL SIDE: RAMP-ANT MAYHEM
You know that tunnel on the left that we mentioned? You know that ramp at the end of it? Well, have you noticed the generous space underneath that ramp? It's a great position to catch people coming up to the tunnel; simply swing around behind them and let loose. It's even better if someone's coming *out* of the tunnel, because then you'll hear their footsteps on the rock inside the tunnel. They'll never know what hit 'em.



SEAL SIDE: LOOK OUT BELOW!
You may not have noticed that there's a path *above* the river tunnel. Use it to avoid having to trudge through the river (since the splashing can give away your position and your slower movement makes you a sitting duck) or to drop down on anyone coming through the tunnel.

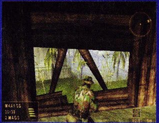


TERRORIST SIDE: DOWN AND DIRTY
Beneath the main temple is a warren of tunnels that can seem confusing at first. Here's one good spot: Take the ramp down from the temple and make the first right. This leads to a long tunnel, and at the end is a window looking out over the river:



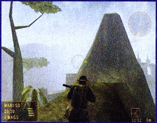
This gives a nice, wide view of much of the SEAL side of the map. Just keep your eyes open for grenades; some enterprising players will sneak under the window and toss 'em right in.

TERRORIST SIDE: HIGH AND DRY
If you keep going straight past that right turn we just told you about, you'll enter a sharply sloping tunnel that leads to another great snipe point, seen here:

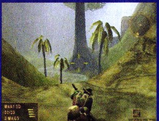


Because of the wooden beams criss-crossing the opening here, you won't have quite as good a field of view...but it'll also be harder for enemies to spot you. This is a good place to spy out enemy activity and call 'em out to your teammates.

TERRORIST SIDE: UP THE MOUNTAIN
If you head straight out from the Terrorists' start position and swing left around the main temple, you'll see a ridge running over the river tunnel. What you may not realize is that you can run up that ridge quite a good distance, giving yourself a spectacular vantage point for spotting or sniping. You can even go prone and get a nice angle directly down into the main arena. Many players won't catch this, so it'll be a surprise the first time.



TERRORIST SIDE: BIRD'S-EYE VIEW
If you go to the left of that ridge we just mentioned instead of running straight up it, you'll be in a good position to guard the whole waterfall area. And if you run straight to this point, chances are pretty good you can beat the SEALs there. Pick a character with brownish clothing, drop to all fours, and you'll be even harder to spot. You can either snipe guys coming around the bend or lob grenades into the three tunnels that lead out of this area. Of course, once the SEALs catch onto your scheme, they'll be waiting for you—so drop back and toss grenades at that location instead. It's like playing catch! Except one of you ends up dead.



You got *SOCOM* tips, tough guy? Well let's hear 'em! Write us at opm@ziffdavis.com and title the e-mail *SOCOM* tips.

Game	Publisher	Score	Issue
Legends of Wrestling	Acclaim	●●◖	53
Legion: The Legend of Excalibur	Midway	●●●	59
Lego Racers 2	Lego Media	●●◖	51
Lethal Skies	Sammy	●●●	58
Mad Maestro!	Eidos/Fresh	●●●	56
Madden NFL 2001	EA Sports	●●●●◖	38
Madden NFL 2002	EA Sports	●●●●◖	48
Madden NFL 2003	EA Sports	●●●●●	60
The Mark of Kri	Sony CEA	●●●	59
Mat Hoffman's Pro BMX 2	Activision	●●●●	60
Max Payne	Rockstar	●●●●	53
Maximo: Ghosts To Glory	Capcom	●●●◖	54
MDK2 Armageddon	Interplay	●●●◖	45
① Medal of Honor: Frontline	EA Games	●●●●●	58

Getting a Gold Medal while riding the rail

The Enemy Mine wants you to earn the gold medal. With our math, we figure you'll have to knock out 33 Nazis to get your medal, which means you'll have to be quick, smart and shady. Follow these steps:

- Before entering the cart, look left. Pick up the mad amounts of ammo by walking past the cart.
- Stick with your BAR. It fires fast and steady.
- Blow up the barrels. That'll clear out two or three guys instead of just one.
- Go after any Bazooka Joes. If they've got a bazooka, they'll end your ride. Kill them fast.
- Reload after entering a new "section" of the mine.
- After reloading, pause the game to get a lay of the land. It's tricky, but you're the one who just wants the gold medal.

So you still want codes? Fine

Invincibility

Pause the game and press Square, L1, Circle, R1, Triangle, L2, Select, R2. The game will automatically resume.

Rubber grenade mode

Enter BOING at the Enigma Machine. If you entered the code correctly, green lights will flash. Select the "Bonus" option underneath the Enigma Machine to enable/disable this cheat.

Snipe-O-Rama mode

Enter LONGSHOT at the Enigma Machine. If you entered the code correctly, green lights will flash. Select the "Bonus" option underneath the Enigma Machine to enable/disable this cheat. This cheat allows all guns to zoom like a sniper rifle.

Say what?

Enter the options menu and turn on the subtitles. This will allow you to know what the Germans are saying.

Game	Publisher	Score	Issue
Men in Black II: Alien Escape	Infogrames	●●◖	60
Metal Gear Solid 2	Konami	●●●●●	51
⑥ Midnight Club	Rockstar	●●●●	39

Unlock the Smuggler's Run Buggy

Have a save file from both *Smuggler's Run* and *Midnight Club* on the same memory card, and the Smuggler's Run Buggy will appear in your garage.

Hidden FMV Sequence

Wait approximately 30 seconds at the start screen, and an FMV sequence featuring the Beta car will begin. Information in this section was contributed by ssj693.

Manhattan Police

Complete Manhattan level 10 in Head-2-Head mode.

London Police

Complete London level 10 in Head-2-Head mode.

All Cruseros

Complete Manhattan levels 1, 4 and 7 in Head-2-Head mode.

Taking the Contraband Back

Instead of chasing these guys all over the countryside, here's a trick that'll help you get the contraband to your base before they can get it to theirs.

Instead of chasing, just wait at the enemy dropoff (the one with blue flares). When they try to get to their base, they'll hit you, turn over the goods, and you can motor to your dropoff. It works wonders.

Game	Publisher	Score	Issue
Mike Tyson Heavyweight Boxing	Codemasters	●	58
Mister Mosquito	Eidos/Fresh	●●●◖	56
MLB Slugfest 20-03	Midway	●●●●	59
Mobile Suit Gundam: Journey to Jaburo	Bandai	●	48
Mobile Suit Gundam: Zeonic Front	Bandai	●●●	54
Monster Rancher 3	Tecmo	●●●●	50
Monsters, Inc.	Sony CEA	●●●◖	55
Moto GP	Namco	●●●●	39
Moto GP2	Namco	●●●●◖	53
Motor Mayhem	Infogrames	●●●	47
MTV Music Generator 2	Codemasters	●●●	46
The Mummy Returns	Universal	●◖	52
MX 2002 Featuring Ricky Carmichael	THQ	●●●●	47
MX Rider	Infogrames	●●●◖	52
MX Superfly Featuring Ricky Carmichael	THQ	●●●◖	59
Namco Museum	Namco	●●●◖	53
NASCAR 2001	EA Sports	●●◖	40
NASCAR Heat	Infogrames	●●●●	47
NASCAR Thunder 2002	EA Sports	●●●●◖	51
NBA 2K2	Sega Sports	●●●●●	53
NBA Hoopz	Midway	●●●	44
NBA Live 2001	EA Sports	●●●	42
NBA Live 2002	EA Sports	●●◖	51
NBA ShootOut 2001	Sony CEA	●●◖	44
NBA Street	EA Sports Big	●●●●●	47
NCAA College Football 2K3	Sega Sports	●●◖	60
NCAA Final Four 2001	Sony CEA	●	41
NCAA Final Four 2002	989 Sports	●◖	52
NCAA Football 2002	EA Sports	●●●●◖	48
NCAA Football 2003	EA Sports	●●●●●	60
NCAA GameBreaker 2001	Sony CEA	●◖	41
NCAA March Madness 2002	EA Sports	●●●	53
NFL 2K2	Sega Sports	●●●◖	52
NFL 2K3	Sega Sports	●●●●◖	60
NFL Blitz 20-02	Midway	●●●●	55
NFL Blitz 20-03	Midway	●●●◖	60
NFL GameDay 2001	Sony CEA	●	40
NFL GameDay 2002	Sony CEA	●◖	53
NFL Quarterback Club 2001	Acclaim	●●◖	50
NHL 2001	EA Sports	●●●●	38
NHL 2002	EA Sports	●●●●◖	50
NHL FaceOff 2001	Sony CEA	●●●◖	43
NHL Hitz 2002	Midway	●●●●	51
No One Lives Forever	Sierra	●●●◖	56
Okage: Shadow King	Sony CEA	●●●	51
Oni	Rockstar	●◖	43
Onimusha: Warlords	Capcom	●●●●	43
Onimusha 2: Samurai's Destiny	Capcom	●●●●	60
Orphen: Scion of Sorcery	Activision	●●●	39
Pac-Man Fever	Namco	●●	60
Pac-Man World 2	Namco	●●●●◖	54
PaRappa the Rapper 2	Sony CEA	●●●◖	53
Paris-Dakar Rally	Acclaim	●●	53
Pirates: The Legend of Black Kat	EA Games	●●●◖	55
Portal Runner	3DO	●●	50
Project Eden	Eidos	●●●◖	52
Pryzm Chapter One: The Dark Unicorn	TDK Mediactive	●●◖	60
Q-Ball Billiards Master	Take 2	●●●◖	40
Quake III Revolution	EA Games	●●●●◖	44
Rayman 2 Revolution	Ubi Soft	●●●●●	41
Rayman Arena	Ubi Soft	●●●◖	57
RC Revenge Pro	Acclaim	●●◖	41
Ready 2 Rumble Boxing Round 2	Midway	●●●●	40
Real Pool	Infogrames	●●●◖	40
Red Card Soccer 20-03	Midway	●●●	57
Red Faction	THQ	●●●●●	46
Resident Evil–Code: Veronica X	Capcom	●●●●◖	48
Rez	Sega	●●●●◖	53
Ridge Racer V	Namco	●●●●◖	38
Ring of Red	Konami	●●●●	43
Romance of the Three Kingdoms VII	Koei	●●◖	60
Rugby	EA Sports	●●●◖	48
Rumble Racing	EA Games	●●●●◖	45
Rune: Viking Warlord	Take 2	●●◖	48
Salt Lake 2002	Eidos	●●◖	55
Savage Skies	Bam!	●●●	56

PS2 GREATEST HITS

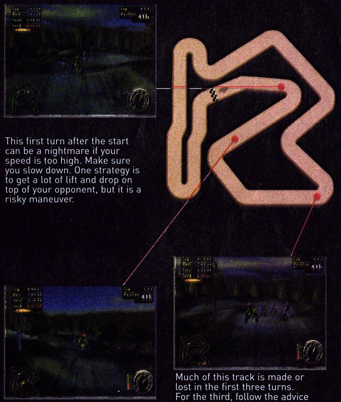
ATV OFFROAD FURY

DRUBBING SALEM'S BACKLOT

Salem's Backlot has as much mystery and darkness as the Stephen King novel with a similar name. The best description for this track is "tricky." You'll encounter the chance for huge air, but if you take it every time, you're going to be launched into oblivion. Self-control and memorizing the hot spots will earn you a nice finish.

BIKE TWEAKS

You want to tear up the dark, devilish Salem's Backlot. Concentrate on powersliding, so lower your Tire Friction. Tighten your Shocks so you'll have little bounce on the tricky terrain. As far as Top Speed and Acceleration go, balance is the best for this level.



This first turn after the start can be a nightmare if your speed is too high. Make sure you slow down. One strategy is to get a lot of lift and drop on top of your opponent, but it is a risky maneuver.

The second major turn is much like the first—too much speed over the hill and you'll get murdered. Slow down and go to the inside.

Much of this track is made or lost in the first three turns. For the third, follow the advice of the other two. Slow down. Be careful. God speed.

CPU SHADE

When the heat is on and you've got two more turns to make, there's nothing more frustrating than feeling a tire tread atop your helmet, wiping you out and landing you in fifth place. Know that the CPU dominates all one-on-one situations. If you're going side by side with the CPU and you try to use a little muscle, you'll discover you don't have any. The best thing to do is stay out of the CPU's way when on the ground (if you're airborne, try landing on top of the CPU riders to take them out). If you're desperate, brush a CPU rider when turning a corner so it smacks into a box or an obstacle.

UNLOCKABLES

You work your butt off in this game to take home the grand prize. You struggle through bone-breaking crashes, neck-twisting spills and enough bumps to leave your thumb in shambles. The shame of it is that you only get two things for beating both the MAXXIS Nationals and the Stadium Supercross. The first thing is a totally revved-up bike that is chock-full of the four stat categories (Traction, Top Speed, Acceleration and Stability), and the second is an ugly new outfit. Whoopee.

MADDEN 2003: MINI-CAMP

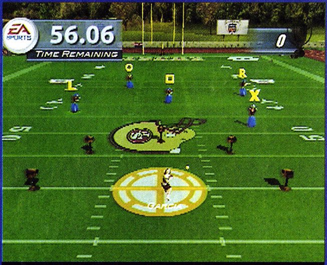
You want to score high in Mini-Camp, but you can't do it? Work harder with these tips

4
ATTEMPTS
140
LUCAS

Time it just right

15.29
ELAPSED TIME

The bullcharge rules



Dodge first, read the receivers second

51.78
TIME REMAINING
0
DAVIS

Dominate with the juke

7
ATTEMPTS
250
BETTIS

Square up with L1

370
MORTON
GONZALEZ
GREEN

Roll out for the long bomb

12.48
TIME REMAINING
750
Wind 3 mph

Kick as low as you can

SWAT BALL

The machine shooting out footballs will never, ever throw to the same target twice. So react accordingly. Then press L1 to swat the ball when it goes to the deepest "receiver." Otherwise, get in position to make the pick.

Getting the Gold:

The key to success with this mini-game is intercepting the passes. It's nice to bat the ball down (which you'll have to do on occasion), but catching is king. If you do it consecutively, your score will really start to rise. We've found that running toward the ball while pressing Triangle helps you intercept it.

Dominating the game situation:

- Calling the right defense will make or break you in this in-game exercise.
- Hold R2 before the ball is snapped so you can figure out what your assignment is. A blown assignment means the opposing quarterback will ruin you.
- Go for the pick (by pressing Triangle) only when you have great positioning; otherwise, press L1 to swat at the ball.

TRENCH FIGHT

You've got Rip moves (L1 and R1), Spins (L2 and R2) and the all-important Bull Rush (hold Circle) and no time to spare. If you're going to succeed, you'll need to use all five moves effectively.

Getting the Gold:

- Remember that you can get to the flag while you're being held, so just because you're engaged doesn't mean you can't have success.
- Press L2 right before you get to a defender. It'll do a sort of club move mixed with your Bull Charge, and you'll force your way through more times than not.

Dominating the game situation:

Good luck. While the line play in *Madden* is improved, you'll still feel helpless lots of times. Try a series of blitz packages that bring your linebackers into the fray. Otherwise, you'll have a tough time getting to the QB.

PRECISION PASSING

You'll get clued in on when to pass in this drill, but the real key is to move your quarterback around (this isn't Pocket Presence, you know). When a player cuts, that's when you throw. Sometimes loft it, sometimes drill it, but always make the ball catchable.

Getting the Gold:

- Roll out with your QB for those long fly patterns. Otherwise, you have to be very precise.
- Press X once you've released the ball so you can take control of your wide receiver. It's a slight bonus, but it'll add up over the course of three rounds.

Dominating the game situation:

- Control the clock, and don't throw interceptions.
- Keep in mind what kind of kicker you've got. If he's got a lead foot (like Janikowski), it means you can boot it 60 yards.
- Know the opposing cornerbacks. Quentin Jammer will mess you up, because he's a star. But the bums won't make the big play.

POCKET PRESENCE

Avoiding the balls takes getting used to, especially in the tougher rounds. Our strategy: Avoid the balls *then* look for your target.

Getting the Gold:

- Don't get sacked. Not even once.
- Don't stray out of the pocket. Hang in there and whip the ball at the targets to score high.

Dominating the game situation:

Pace yourself. You'll get the score you need if you're patient. Throw lots of fade patterns to your biggest receivers, too.

GROUND ATTACK

That fullback is your lifeline. You'll need to get to the endzone to win. Rely on your footwork, not just your special moves. Cutbacks rule.

Getting the Gold:

- Stiff-arms rule and jukes fool. If you're going to win, use your shoulder buttons. The stiff-arm will keep tacklers at bay, and the jukes will trip them up big-time.
- The spin move can make you look like the second coming of Walter Payton. It'll fool tacklers and you'll score more.
- Hold off on your speed burst. Sometimes you can change direction and confuse the slow-footed CPU tacklers.

Dominating the game situation:

- Remember to hold off on the speed burst to get your first downs. You don't always need it.
- Kneel on the ball if it's second and short. Then hammer forward for the first down. It'll burn clock or an opponent's timeout.

CHASE AND TACKLE

- Square up to the ball carrier by holding R1 or you can forget about taking him down.
- If you make the tackle yourself, you'll get a little bonus.
- If you're in need of some big points fast, use L2 to strip the ball. Causing fumbles will give you lots of bonus points.

Getting the Gold:

- Get the ball carrier behind the line of scrimmage or right at it. Lead him toward his "blockers" and it'll lock him up, making the tackle easier to execute.
- Watch for the spin move. If you've got the ball carrier lined up and you're ready to dive, expect a spin. If you dive and miss, get your d-back to come in and tag the runner. Otherwise, you'll give up a TD and you'll have to start over.

Dominating the game situation:

Two words: Goal-line defense. Stopping the run will win you this game, as will calling timeouts as soon as the ball carrier goes down. Press Triangle and Down to bring your safeties in to stop the run, as well. On third down, go to a 3-4 or a 4-3 Rush Zone. You'll be set.

CLUTCH KICKING

You'll need to score and score fast, and hitting that red bar in the middle of the goal posts means you'll score faster. The key is to be accurate with the kicking meter, even if you aren't accurate with where the ball goes afterward. You'll learn the angles with practice.

Getting the Gold:

It takes a lot less time for a ball to go through the goal posts if you're kicking a line drive and not a big lofty floater. There are no defensive players, so angle the arrow as low as possible and hammer the ball. It'll blast through the goal posts with haste, instead of hanging up in the air while time ticks away. Plus, the wind and your own hook or slice will affect it less, which makes for a straighter kick.

Dominating the game situation:

Kickers don't count as humans, unless their kick is going to win a football game. Try to dump a pass over the middle to get a touch closer, but otherwise, watch the wind, the distance and kick the ball low for the game-winner.

COFFIN CORNER

You'll need to score points by kicking the ball inside the 15-yard line. The cool part is that you can punt it out of bounds and you'll still get credit (you should, of course). Just figure out an angle and kick consistently to that spot. Also, there's no need to overkick, and that will make your meter go lots faster. Relax and aim, baby.

Getting the Gold:

- Punt line drives without a lot of steam on them. Seems silly, but there's no concern where the ball goes *after* it bounces. Only when it hits. So just try to softly plop it into the bull's-eye range.
- If you get close to the gold standard score, don't let up. Still go for the bull's eye. Otherwise, you'll miss altogether and that sucks.

Dominating the game situation:

Try booting a line drive toward the sideline, away from the kick returner. It's easy enough to restart if you miss. But don't miss. You can do this on one try.

What's your favorite Mini-Camp challenge, and what's your secret to success? Tell us at opm@ziffdavis.com, and title the e-mail *Madden* tips.

Game	Publisher	Score	Issue
Scooby-Doo: Night of 100 Frights	THQ	●●●	58
Sega Sports Tennis	Sega Sports	●●●●◖	60
Shadow Hearts	Midway	●●●●	52
Shadow of Destiny	Konami	●●●◖	43
Shadowman: 2econd Coming	Acclaim	●●	57
Shaun Palmer's Pro Snowboarder	Activision	●●◖	52
Shifters	3DO	●	58
Silent Hill 2	Konami	●●●●◖	50
Silent Scope	Konami	●●●	39
Silent Scope 2	Konami	●●●◖	49
Silpheed: The Lost Planet	Working Designs	●●●◖	40
The Simpsons Road Rage	EA Games	●●●	52
Sky Gunner	Atlus	●●●◖	58
Sky Odyssey	Activision	●●●	40
Sled Storm	EA Big	●●●◖	55
Smash Court Tennis Pro Tournament	Namco	●●●◖	56
Smuggler's Run	Rockstar	●●●●◖	39
Smuggler's Run 2: Hostile Territory	Rockstar	●●●●◖	52
Soccer America: International Cup	Hot-B	●●	48
Soccer Mania	EA/Lego	●●●◖	59
SOCOM: U.S. Navy SEALs	Sony CEA	●●●●●	60
Soldier of Fortune	Majesco	●●●	52
Soul Reaver 2	Eidos	●●●	52
Space Race	Infogrames	●●◖	59
4 **Spider-Man**	**Activision**	●●●●◖	**57**

It figures that we'll be covering this game for a while. It's fun, the movie is still making money, and we love Spidey. So unlock this stuff by using these extremely handy codes:

Play as Shocker: HERMANSCHULTZ
Play as Scientist: SERUM
Play as Thug: KNUCKLES
Play as Spike: STICKYRICE
Play as Shocker Thug: THUGSRUS
Play as Helicopter Cop: CAPTAINSTACEY
Play as Old Super Soldier: FREAKOUT
Play as Cop: REALHERO
Play as Mary Jane: GIRLNEXTDOOR
Unlimited Webbing: ORGANICWEBBING
All Combos Available: KOALA
All Levels Available: IMIARMAS
Bullet Time Mode: DODGETHIS
Big Head Thugs: JOELSPEANUTS
Micro Spidey: SPIDERBYTE
Big Head and Feet: GOESTOYOURHEAD
First-Person Mode: UNDERTHEMASK
Unlock Everything: ARACHNID

Splashdown	Infogrames	●●●●	52
Spy Hunter	Midway	●●●●◖	50
SSX	EA Sports BIG	●●●●●	38
SSX Tricky	EA Sports BIG	●●●●●	52
Star Trek Voyager: Elite Force	Majesco	●●◖	53
Star Wars: Episode I— Super Bombad Racing	LucasArts	●●	45
Star Wars: Jedi Starfighter	LucasArts	●●●◖	56
Star Wars Racer Revenge	LucasArts	●●●●◖	55
Star Wars: Starfighter	LucasArts	●●●●◖	43
State of Emergency	Rockstar	●●●	55
Stitch: Experiment 626	Sony CEA	●●◖	59
Street Fighter EX 3	Capcom	●●●◖	39
Street Hoops	Activision	●●●◖	60
Stretch Panic	Conspiracy	●●●◖	47
7 **Stuntman**	**Infogrames/Atari**	●●●	**59**

Our initial advice is to avoid this game, but really, some part of our gaming ego demands that we keep playing until we beat it. With that in mind, we deliver codes to ease your *Stuntman* headache.

Cheat mode

Enter MUssON, a case-sensitive driver's name, at the New Game menu to unlock all cars, toys and trailers.

All driving games, cars and toys

Enter Bindl, a case-sensitive driver's name, to unlock all driving games, cars and toys.

All cars

Enter spiDER or ChUmP, a case-sensitive driver's name, at the New Game menu to unlock all cars in stunt constructor and training modes.

7 Stuntman cont.

All toys

Enter MeFf, a case-sensitive driver's name, at the New Game menu to unlock all toys in Stunt Constructor mode.

All trailers

Enter FellA, a case-sensitive driver's name, at the New Game menu to unlock all trailers.

Quick start

During the pre-race countdown, hold R1.

Game	Publisher	Score	Issue
Summoner	THQ	●●●	39
Sunny Garcia Surfing	Ubi Soft	●●●◖	51
Super Bust-A-Move	Acclaim	●●●	41
Supercar Street Challenge	Activision	●●◖	52
Surfing H30	Rockstar	●●	40
Swing Away Golf	EA Games	●●●	38
Tarzan Untamed	Ubi Soft	●●●◖	52
Taz: Wanted	Infogrames	●●●◖	60
Tekken Tag Tournament	Namco	●●●●◖	39
5 **Test Drive**	**Infogrames**	●●●◖	**58**

This game will light your hair on fire, it's so fast. Which is a hazard of the game, for sure.

All cars and tracks

At the main menu, press Right, Right, Left, Square, Up, L2, L2, R1. This'll unlock every single car and track.

Bonus cars

Unlock all of the cars in the game (use the code above, nitz). Select the San Francisco Drag Race and use the Dodge Concept Viper to set a new time record. Then, enter SOUNDMAX as a name at the High Score screen. The Jaguar XK-R SoundMAX SPX, Jaguar XK-R Analog Devices and the Aston Martin DB7 SoundMAX SPX will be unlocked in all modes except for Story mode. Not bad, huh?

Alternate replay views

During a replay, press Select to change the camera effects.

Test Drive Off-Road: Wide Open	Infogrames	●●●	48
Tetris Worlds	THQ	●●	57
Theme Park Roller Coaster	EA Games	●●●●	41
Thunderstrike: Operation Phoenix	Eidos	●◖	52
Tiger Woods PGA Tour 2001	EA Sports	●●●	44
Tiger Woods PGA Tour 2002	EA Sports	●●●●	55
Time Crisis 2	Namco	●●●●	49
TimeSplitters	Eidos	●●●●●	39
Tokyo Xtreme Racer Zero	Crave	●●◖	45
Tony Hawk's Pro Skater 3	Activision	●●●●●	51
Top Angler	Xicat	●●●◖	57
Top Gear Dare Devil	Kemco	●●●◖	41
Top Gun: Combat Zones	Titus	●●●	50
Transworld Surf	Infogrames	●●●◖	57
Triple Play 2002	EA Sports	●●	55
Triple Play Baseball	EA Sports	●●	45
Tsuganai: Atonement	Atlus	●●●	53
10 **Twisted Metal: Black**	**SCEA**	●●●●●	**47**

We've got strategy in a sidebar, but if you're up for codes, this is where to look.

Invincibility

During the game, press and hold all four shoulder buttons (R1, R2, L1, L2), then quickly press Right, Left, Down and Up. Tah-dah—no more controller tossing.

God Mode

Or, become the ultimate badass with this little secret. It gives you unlimited health, weapons and more. During the game, hold down all four shoulder buttons, then quickly press Up, X, Left and then Circle.

UFC Throwdown	Infogrames	●●●◖	58
Unison	Tecmo	●●●◖	44
Unreal Tournament	Infogrames	●●◖	40
Vampire Night	Empire	●●◖	52
Victorious Boxers	Empire	●●●◖	51
Virtua Fighter 4	Sega	●●●●●	55
War Jetz	3DO	●●◖	48
Warriors of Might & Magic	3DO	●●◖	44
Wave Rally	Eidos	●◖	53
Way of the Samurai	Bam!	●●●◖	59
Wild Wild Racing	Interplay	●●●	39
Winback	Koei	●●●●	43

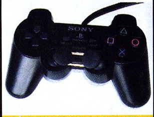
PS2 GREATEST HITS

GRAN TURISMO 3: A-SPEC

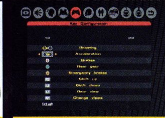
Elasticity

Making some extra cash just got a whole lot easier. Enter the 150-mile Super Speedway endurance race with a high-powered 4WD car (we suggest the Suzuki Escudo). Once that's done, go to the Options screen and set your throttle to left on the right analog stick (see screenshot). Finally, take a rubber band and wrap it around the two analog sticks like we've done in the picture.

If you did this right (and who couldn't), your car should turn toward the outside wall and ride it around every lap. Now go clean your apartment, watch dirty videos or whatever else you do to kill time. Check back in about an hour and you'll have won the race.



One rubber band does it



Set the controls up right

Professional Mode

Arcade mode not giving you a challenge? Wish you were racing the other drivers instead of the track? No problem. Next time you start Arcade mode and choose your difficulty, hold down L1 and R1. "Hard" should change to "Professional." Now you'll have to run 10 laps on whatever track you choose, with tire wear on and a much more aggressive set of computer opponents. Good luck.

RESIDENT EVIL CODE: VERONICA X

There's plenty to do in Veronica X, but not all of it needs loads of explanation. Cut out this tip sheet and tape it to your left eyeball. It'll come in real handy-like.

QUICK TIPS

- Give the Hemostatic Medicine to Rodrigo when you find it.
- Use the second Blue Shield Crest near the guillotine.
- Use the Army, Navy and Air Force Proofs to activate the lift to the plane.
- Tyrants don't like being hit with crates.
- Don't waste too much ammo on the giant moths. They're hard to shoot and respawn.
- Use the Bar Code Sticker on a conveyer-belt box.
- Just before you pick up Alfred's sniper rifle, leave some good weapons and medicine for Chris, or he's screwed. Make every sniper shot count against Nosferatu (aim for the heart); then finish him off with your knife or handgun.
- Kill the worm with Chris if you want Claire's Lighter back. It's mighty useful!
- Don't fight the axe-wielding Green Mutant. Just run and use two extra-potent health items. (You'll know when to!)
- Whether or not the power is on helps you attain the Red and Blue Tiger Eyes.
- Use the best guns versus the final boss, and finish it off with the Linear Launcher.

ONIMUSHA 2: THE BASICS

Tips on getting through *Onimusha 2: Samurai's Destiny* the way you want to

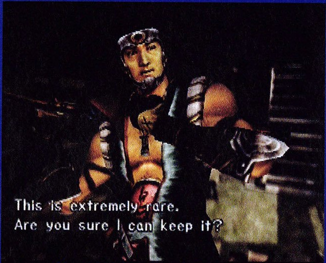
I'll give it to you, because I don't need it.

Chat and get stuff

Pickled Vegetables

You have received this item.

Ekei will love it!


This is extremely rare.
Are you sure I can keep it?

Magoichi is impressed with your gift

Fight as Ekei...if he likes you

Use magic effectively

Escape the blade!

We have no time! Hurry.

Open the hangar

ALTER YOUR DESTINY

One of the big draws of *Onimusha 2: Samurai's Destiny* is its branching story, which totally depends on the way you (as Jubei) deal with your four potential allies during the first half of the game. Not only do good relations with others mean they'll stand beside you in a fight from time to time, it also might open up a miniquest for a character who especially likes you.

The Give System:
The Give system sets the stage for whether everyone loves you or hates you, as you trade gifts with Ekei, Oyu, Kotaro and Magoichi. Talk to each and pick up hints as to what kinds of things each person may be after (Kotaro, for example, wonders if the world is actually round—give him the Globe). Keep in mind that (excluding a subquest by Oyu found every time) you will only play as two secondary characters throughout any given game. So if you'd rather play as Kotaro and Magoichi than Ekei and Oyu (well, a second subquest for her, anyway), you know whom to be nice to and whom to treat like crap. In general, you can keep these ideas in mind for impressing characters.

- **Ekei** likes to eat and to drink—and when we say drink, we don't mean wimpy stuff like the Tea; we're talking Vodka, Wine and pretty much any kind of liquor. The man also likes his porn.
- **Magoichi** is the scholar of the group, who likes to educate himself, usually through books. He's also been known to smoke the occasional Pipe.
- Kotaro also is the curious sort, but only really when it comes to exotic items. He also values anything rare (look for words like "rare" and "unique" in item descriptions), and he can be a bit... well, less than manly at times (he likes books of nursery rhymes, for example). In many ways, his likes resemble an amalgam of those of Magoichi and Oyu.
- Since **Oyu** is a girl, you can usually count on her liking "girly" things—you'll know them when you see them. Of the four characters, she and Ekei seem the easiest to please.
- You'll win points with **everyone** if you give them weapons or armor bought (or, in some cases, received from others) only for them. For example, Ekei loves anything described as "Ekei Only."

Get Rich:
It's a good idea to buy everything possible from the shop, and the only way to do that is to have lots and lots of money. Once you gain access to the gold mine, you'll want to partake in many a skirmish there. Notice that you get gold not only by defeating enemies there, but also just by finding it lying around—slice open barrels to discover even more.

The most prosperity awaits you at the time you're told the prostitute who's been flirting with you all this time wants to talk to you, after you've already fought your first boss. *Don't talk to her right away!* Rather, return to the mine to fight harder monsters who yield even more gold. Take note of how much gold you need to wipe the shop clean and fight on until you have it.

Be Friendly:
By chatting it up with the natives, you'll often receive rare items that at least one of your future allies is sure to appreciate. Make sure you talk to everyone at least three times so that you know for sure whether or not they have anything.

FIGHT STRONG

Your survival in *Onimusha 2* depends largely on your raw fighting abilities. Follow tips like these to maybe avoid death altogether!

Choose Your Weapon:
By the time you're four to six hours into the game, you'll likely have collected the four primary magic weapons (a fifth awaits you at the end), and you might have a tough time figuring out which is the best overall. The answer is simple—use whichever feels the best to you. A few cool things about each:

- The power of lightning within it, the **Buraitou** sword could be the most versatile all-around weapon. Though relatively weak, its speed and devastating magic attack make up for it.
- The **Hyoujin** spear is a bit more powerful than the Buraitou, but it's slower with less-precise magic. When the ice attack works, though, expect enemies to freeze solid so that you can kill them in one stroke. Cool!
- The weakness of the **Senpumaru** double-bladed weapon might deter you from it, but its wind magic comes in handy often—especially near the end! It's also the quickest weapon in the game.
- You won't find a more powerful weapon than the Dokoutsui hammer. We don't recommend it for casual use, but in a pinch you won't find anything stronger than an earthquake-causing Lv3 magic attack—well, at least until you find the game's final weapon, which we'll keep a secret for now.

Hit 'Em When They're Down:
Like in *Onimusha: Warlords*, you can kill an enemy much more quickly if you first manage to get him on his back, then proceed to press X to finish him off. Make sure you're in the clear when you do this, however, as surrounding enemies can easily attack you during this process.

Use R1 Effectively:
You don't actually *need* to use R1 when you fight, but it does help quite a bit, especially when combined with directions. Use it with Up and X, for example, to throw an enemy in the air and make him land on his back. Or, try kicking foes by pressing R1 with Down and X—depending on the enemy and the power of your foot armor you might knock them down right away. And once an enemy is on his back, you know what to do!

Look for Attack Patterns:
You might more easily dispose of certain enemies if you look for attack patterns. Knowing when one of those big red bull things will attack with its ax, for instance, could save your life! Here's an easy one to keep in mind, too: Lizard men almost always hiss before lunging your way with a blade.

Eat Some Souls:
It's absolutely imperative that you swallow up every soul you possibly can. By doing this, of course, you can power up your weapons and armor—something that grows in importance as you progress. It goes without saying, though, that you'll occasionally need to sacrifice inhaling a few souls in the interest of staving off attackers.

Save Your Oni Power for When You Really Need It:
There's nothing worse than gaining your temporary power of the Oni just after you've wiped out an entire room of baddies. You wind up just running around frantically, looking for *something* to kill. Save yourself the anguish by actually paying attention to your Oni meter and sucking up that last big Oni soul when you feel you need it (boss battles are the best).

Know Where You Are:
An adventure-game veteran like you knows how essential a map can be, and *Onimusha 2* makes it easier to access your current area's map than you might think. Instead of pressing Start and cycling through menus, just hit R3!

TIGHT SPOTS

Every now and then you'll run into a spot in *Onimusha 2* that requires you to think a bit differently. Here are a couple.

The Big Bad Blade:
At one point, you'll have to jump over a gap full of blades. Notice how Jubei hangs on. It comes in handy when you let a huge blade loose soon after!

Escape the Hangar:
When the time comes to open the hangar door, keep in mind that the game actually *does* realize you have analog sticks!

Do you know the name of Gary Steinman's precious feline? If you know the answer, write us at opm@ziffdavis.com. If you're right, you'll score VIP status on gamers.com!

Game	Publisher	Score	Issue
Wipeout Fusion	Bam!	●●●●◖	57
Wizardry: Tale of the Forsaken Land	Atlus	●●●	53
Woody Woodpecker: Escape from Buzz Buzzard Park	Dreamcatcher	●●●	57
World Destruction League: Thunder Tanks	3DO	●●●	42
World of Outlaws: Sprint Cars	Infogrames	●●●●	55
World Tour Soccer 2002	Sony CEA	●●●●	53
WRC: World Rally Championship	Bam!	●●●●●	57
WTA Tour Tennis	Konami	●	57
WWF SmackDown! Just Bring It	THQ	●●●◖	52
X Squad	EA Games	●●●◖	38
Yanya Caballista: City Skater	Koei	●●●◖	49
Z.O.E: Zone of the Enders	Konami	●●●●◖	44

PS ONE TRICKS AND REVIEW ARCHIVE

Game	Publisher	Score	Issue
007 Racing	EA Games	●●●	41
3Xtreme	989 Studios	●	21
40 Winks	GT Interactive	●●●●	28
102 Dalmatians: Puppies to the Rescue	Eidos	●●●◖	41
2002 FIFA World Cup	EA Sports	●●●●	58
A Bug's Life	Sony CEA	●●	15
Ace Combat 2	Namco	●●●●●	1
Ace Combat 3: Electrosphere	Namco	●●●	31
Action Bass	Take 2	●●	37
Action Man: Operation Extreme	Hasbro	●●●	41
Akuji the Heartless	Crystal Dynamics	●●●	18
Aladdin in Nasira's Revenge	Sony CEA	●●	45
Alexi Lalas International Soccer	Rockstar	●	23
Alien Resurrection	Fox Interactive	●●●	38
All-Star Slammin' D-ball	Agetec	●●◖	56
Alone in the Dark: The New Nightmare	Infogrames	●●●●	47
Alundra	Working Designs	●●●●◖	4
Alundra 2	Activision	●●●	32
Animaniacs Ten Pin Alley	ASC	●●●	17
Animorphs: Shattered Reality	Infogrames	●●◖	37
Ape Escape	Sony CEA	●●●●●	22
Apocalypse	Activision	●●●	16
Arc the Lad Collection	Working Designs	●●●●	52
Arcade Party Pak	Midway	●●●◖	28
Arcade's Greatest Hits: Atari Collection 2	Midway	●●◖	7
Arcade's Greatest Hits: Midway Collection 2	Midway	●●	4
Armored Core	Sony CEA	●●●◖	3
Armored Core: Master of Arena	Agetec	●●◖	31
Armorines: Project S.W.A.R.M.	Acclaim	◖	35
Army Men 3D	3DO	●●●	20
Army Men Air Attack	3DO	●●●●	27
Army Men Air Attack 2	3DO	●●●◖	39
Army Men: Team Assault	3DO	n/a	n/a
Army Men: Green Rogue	3DO	●◖	47
Army Men: Sarge's Heroes	3DO	●●	32
Army Men: Sarge's Heroes 2	3DO	●●◖	40
Army Men: World War	3DO	●◖	34
Army Men World War: Final Front	3DO	●◖	45
Army Men World War: Land, Sea, Air	3DO	●◖	39
Arthur! Ready to Race	The Learning Co.	●	42
Assault	Midway	●●●	15
Asteroids	Activision	●●●◖	16
Atari Anniversary Edition Redux	Infogrames	●●	53
Atlantis: The Lost Empire	SCEA	●●●●	48
ATV: Quad Power Racing	Acclaim	●	39
Auto Destruct	Electronic Arts	●●●	6
Azure Dreams	Konami	●●●	10
Backstreet Billiards	Ascii	●●●◖	15
Ball Breakers	Take 2	●●●◖	36
Ballistic	Infogrames	●●●●	27
Baseball 2000	Interplay	●●	21
Bass Landing	Agetec	●●●◖	26
Bass Rise	Bandai	●●●	28
Batman & Robin	Acclaim	●	13
Batman Beyond: Return of the Joker	Ubi Soft	◖	39
Batman: Gotham City Racer	Ubi Soft	●◖	46
Battle Hunter	Agetec	●◖	48
Battletanx: Global Assault	3DO	●◖	31
Beast Wars	Hasbro	●◖	5
Big Air	Accolade	●◖	20
Big Bass Fishing	Take 2	◖	58
Big Ol' Bass 2	Konami	●●◖	45
Billiards	Agetec	●●◖	45
Bio F.R.E.A.K.S.	Midway	●●	10
Black Bass with Blue Marlin	Hot-B	●●	29
Blade	Activision	●●◖	41
Blast Lacrosse	Acclaim	●●◖	48
Blast Radius	Psygnosis	●●●◖	19
Blaster Master: Blasting Again	Crave	●●●	38
Blasto	Sony CEA	●●●◖	8
Bloody Roar	Sony CEA	●●●◖	6
Bloody Roar 2	Sony CEA	●●●●	21
Blues Big Musical	THQ	●●●	46
Board Game: Top Shop	Agetec	●●●●	45
Bomberman Fantasy Race	Atlus	●●◖	19
Bomberman Party Edition	Vatical	●●◖	38
Bomberman World	Atlus	●●◖	13
The Bombing Islands	Kemco	●●◖	47
Boombots	SouthPeak	●●◖	27
Bottom of the 9th '97	Konami	●●●◖	1
Bowling	Agetec	●●	43
Boxing	Agetec	●●●	45
Brave Fencer Musashi	Square EA	●●●●	15
Bravo Air Race	THQ	●●●	1
Breakout	Hasbro	●●	39
Breath of Fire III	Capcom	●●●◖	9
Breath of Fire IV	Capcom	●●●◖	40
Brigandine	Atlus	●●●◖	15
Broken Sword	THQ	●●●●	5
Broken Sword II	Crave	●●●◖	27
Brunswick Circuit Pro Bowling	THQ	●●●◖	13
Brunswick Circuit Pro Bowling 2	THQ	●●●●	31
Bug Riders	GT Interactive	●●	3
Bugs Bunny & Taz: Time Busters	Infogrames	●●●	41
Bugs Bunny Lost In Time	Infogrames	●●●◖	23
Builder's Block	Jaleco	●●●◖	35
Burstrick Wake Boarding!!	Natsume	●◖	45
Bushido Blade 2	Square EA	●●●◖	14
Bust A Groove	989 Studios	●●●●	16
Bust A Groove 2	Enix	●●●	36
Bust-A-Move 4	Natsume	●●●●	17
Bust-A-Move 99	Acclaim	●●	19
Buzz Lightyear of Star Command	Activision	●●◖	39
C: The Contra Adventure	Konami	●◖	12
c-12: Final Resistance	Sony CEA	●●◖	58
Caesar's Palace 2000	Interplay	◖	41
Caesar's Palace II	Interplay	●●	15
Capcom vs. SNK Pro	Capcom	●●●◖	60
Card Games	Agetec	●◖	50
Cardinal SYN	Sony CEA	●●●	9
CART World Series	Sony CEA	●●●◖	3
Casper: Friends Around the World	Sound Source	●◖	41
Castlevania Chronicles	Konami	●●●◖	50
Castlevania: Symphony of the Night	Konami	●●●●●	2
Castrol Honda Superbike	Electronic Arts	●●	21
Centipede	Hasbro	●	22
Championship Bass	EA Sports	●●●●	33
Championship Motocross 2001 Featuring Ricky Carmichael	THQ	●●●	41
Championship Motocross Featuring Ricky Carmichael	THQ	●●●◖	25
Championship Surfer	Mattel	●●●	41
Chessmaster II	Mindscape	●●●◖	23
Chicken Run	Eidos	●●●	41
Chocobo Racing	Square EA	●●●	23

PS2 GREATEST HITS

TWISTED METAL: BLACK

If you want to be a *Twisted Metal* badass against your friends, you're going to need to know where to find the Environment Weapons. These will ruin your opponents. Also of note:

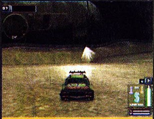
- Watch what weapons your opponent is toting. They might be saving an Environment Weapon of their own.

- It's a good practice to pick up all decent power-ups. Whenever a Health power-up spawns, grab it so you can deprive your opponent.

ZORKO BROS. SCRAP & SALVAGE

Call In the Fire Support

The Bomber in the level will fire its gun at any car that drives within its range. This attack will fire 18 potential shots, and these can whittle down almost any car with ease. When you trigger this Environment Weapon, make sure that you are not the closest car to the Bomber, or you will get pegged.



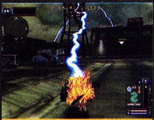
Junkyard dog it

MIDTOWN SUBURBS

Lightning Storm

If anyone is camping in the factory district, a quick jolt of lightning from the Environment Weapon of this stage will make them rethink their plans.

Note: ***The computer-controlled cars will never trigger this attack, so players hiding on the rooftops are still much safer than the ones on the ground.***

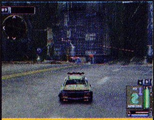


Lightning crashes

DOWNTOWN BUSINESS DISTRICT

Death from Above

Calypso's helicopters fly above every stage; however, in this level the ones flying over the center divide can be triggered to attack the cars closest to the bridge. This attack is exactly the same as the Bomber from the Junkyard, except that the positions of the helicopters can change.



Into the heart of the city

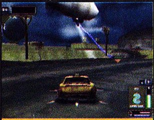
MINION'S STADIUM

Zeppelin Zappin'

The Zeppelins circling the battleground aren't just for show. If you trigger the Environment Weapon, they will zap any cars underneath with arcs of lightning!

Shoot It Down

You can shoot the Zeppelins down to cause a massive explosion that rivals that of the Hindenburg.

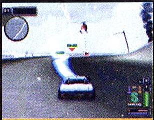


Go at the zeppelin

BLACK ROCK RIDGE

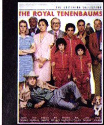
Strange Clouds Brewing

Half of this level is under a strange ominous cloud. This cloud will zap any cars underneath it when you trigger the Environment Weapon. For the best effect, collect and save as many Environment Weapons as you can, then you can just fry the section of the level with the cloud. You can get lots of kills this way.



Alaska-like conditions

DVD EGGS



The Royal Tenenbaums: Criterion Collection DVD

Spin jam

- Click on Scrapbook.

See the picture at the bottom of the screen with a small man holding a knife? Click over until it's highlighted with a black square on the border of the picture.

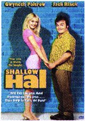
- Press X to watch the former Mr. Littlejeans do his thing with plates.

Fire starter

- Click on Scrapbook.
- Scroll over to the picture of flames in the upper left-hand corner until its border is highlighted in black.
- Click on it to see a flaming moment.

Mice like Mom used to make

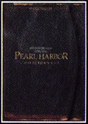
- Click on, that's right, the Scrapbook.
- Scroll to Storyboards and press Down.
- There will be an arrow pointing to the mouse at the bottom of the screen. Press X on it and watch Bill Murray shine.



Shallow Hal DVD

Tail of the tape

- Go to the Language Selection and scroll down to the Captions and Subtitles.
- Press Left to highlight part of Jason Alexander's Shadow.
- Press X to see a small F/X clip.



Pearl Harbor: Vista Series DVD

Party like it's 1941

- Squeeze the second disc into your PS2.
- Go to the Special Features and highlight the Faith Hill music video.
- Press right until a Star appears.
- Press enter to view a blooper video.

Widescreen propaganda

- Go to the Set Up on the first disc.
- Highlight audio commentaries.
- Press Left until a star appears.
- Press X to watch a featurette about widescreen film watching.

Monster's Ball DVD

Rapping it up

- Go to the Special Features page.
- Click on the American Cinematheque logo to hear from director Marc Forster.

Trailer trash

- Keep pressing Up until you highlight the Lion's Gate logo.
- Press X to see a trailer reel from Lion's Gate of future or current releases.

Terminator: Special-Edition DVD

Behind the scenes

- Stay on the film side of the disc and go to the features menu.
- .Go down to Resume Film and press Down to find a behind-the-scenes clip.

Behind the scenes, again

- Go to the Languages section.
- Highlight Francais and press Right to find another behind-the-scenes clip.

Behind the scenes, again, again

- Go to the Scene Selection menu.
- Highlight chapters 25-28 and press Down twice to see James Cameron talking.

If you have any extra fresh Easter Eggs, email us at opm@ziffdavis.com and mark your subject line DVD EGGS.

Game	Publisher	Score	Issue
Chocobo's Dungeon 2	Square EA	●●◖	29
Chrono Cross	Square EA	●●●●●	36
Circuit Breakers	Mindscape	●●●	12
Civilization II	Activision	●●●●◖	18
Clock Tower	Ascii	●●●	2
Clock Tower II: The Struggle Within	Agetec	●●◖	28
Colin McRae 2.0	Codemasters	●●●●●	40
Colin McRae Rally	Sony CEA	●●●●	30
Colony Wars	Psygnosis	●●●●●	4
Colony Wars: Red Sun	Psygnosis	●●●●◖	31
Colony Wars: Vengeance	Psygnosis	●●●◖	14
Command & Conquer: Red Alert	Virgin	●●●◖	4
Contender	Sony CEA	●●●●	17
Contender 2	Bam!	●	41
Cool Boarders 2	Sony CEA	●●●●	3
Cool Boarders 3	989 Studios	●●●	14
Cool Boarders 4	989 Studios	●●●	27
Cool Boarders 2001	Sony CEA	●	39
Countdown Vampires	Bandai	●◖	32
Covert Ops: Nuclear Dawn	Activision	●●◖	34
Crash Bandicoot 2	Sony CEA	●●●●	3
Crash Bandicoot: WARPED	Sony CEA	●●●●●	15
Crash Bash	SCEA/Universal	●●◖	39
Crime Killer	Interplay	●●●	12
Critical Depth	GT Interactive	●●●	3
Croc	Fox Interactive	●●●●	1
Croc 2	Fox Interactive	●●◖	22
Crossroad Crisis	Magetec	●◖	50
Crusaders of Might & Magic	3DO	●●●	30
CTR: Crash Team Racing	Sony CEA	●●●●●	26
CyberTiger	EA Sports	●●●●	27
Dance Dance Revolution	Konami	●●●●	42
Dance Dance Revolution Disney Mix	Konami	●●●●	49
Dance Dance Revolution: Konamix	Konami	●●●●	57
Danger Girl	THQ	●●◖	39
Dark Omen	Electronic Arts	●●	9
DarkStalkers 3	Capcom	●●●●	16
Darkstone	Take 2	●●●◖	43
Dave Mirra Freestyle BMX	Acclaim	●●●◖	38
Dave Mirra Freestyle BMX: Maximum Remix	Acclaim	●●◖	47
Dead in the Water	ASC	●●◖	17
Dead or Alive	Tecmo	●●●●◖	8
Deathtrap Dungeon	Eidos	●●◖	9
Deception III: Dark Delusion	Tecmo	●●●●	31
Demolition Racer	Infogrames	●●●●	26
Destrega	Koei	●●●●	16
Destruction Derby Raw	Midway	●●●●	39
Devil Dice	THQ	●●●◖	13
Dexter's Laboratory: Mandark's Lab?	Bam!	●●●◖	59
Diablo	Electronic Arts	●●●●	8
Die Hard Trilogy: Viva Las Vegas	Fox Interactive	●●	31
Digimon Digital Card Battle	Bandai	●●●	48
Digimon Rumble Arena	Bandai	●●●◖	55
Digimon World	Bandai	●◖	36
Digimon World 2	Bandai	●●	46
③ Digimon World 3	Bandai	●●◖	57

Looking for the secret car in Havana? No problemo, señor. Drive to the tunnel on the city's west side. Before you go into the tunnel, take **New partner Digimon**

There are eight partner Digimon you can get. They are Agumon, Patamon, Veemon, Guilmon, Renamon, Kumamon, Kotemon and Monmon. After the first three you get, you will need to find the Ultimate level Digimon for the rookie that you want. DRI people are in various locations and they will tell you which Ultimate Digimon they want DNA from. Defeat the Ultimate level Digimon to get the DNA. Take it back to the DRI person that wants it and you will get that rookie. For example, talk to the DRI person in Tyranno Valley. He wants DNA from MetalGreymon. Go to Bulk Swamp to find MetalGreymon. Fight and defeat him to get the DNA. Take it back to the DRI person and he will put Agumon in your team. Go to Digimon Lab or see Piximon to switch to Agumon.

Permanent Digimon

Use the following trick to get permanent Digimon such as Paildramon

③ Digimon World 3 cont.

or Omnimon. For example, to get Paildramon permanently, you must have a Digimon that can digivolve to Exveemon and Stingmon at level 5. To get Omnimon as well, you must have a Digimon that can digivolve to Metalgarurumon and Wargreymon at level 40.

Experience for all

Tag in all your weaker partners first, then tag in your strongest last. Do not forget to heal them to get the experience. Then, finish with the strongest Digimon. All the digimon will get the same amount of experience.

Dino Crisis	Capcom	●●●●	25
Dino Crisis 2	Capcom	●●●●◖	38
Disney's Dinosaur	Ubi Soft	●◖	36
Donald Duck: Goin' Quackers	Ubi Soft	●●●	39
Downhill Mountain Bike Racing	Activision	●●◖	27
Dracula: The Last Sanctuary	DreamCatcher	●●◖	56
Dracula: The Resurrection	DreamCatcher	●●◖	48
Dragon Ball GT	Bandai	●●	4
Dragon Tales: Dragon Seek	NewKidCo	●◖	45
Dragon Valor	Namco	●●●	38
Dragon Warrior VII	Enix	●●●●◖	51
Dragonseeds	Jaleco	●●	15
③ Driver	GT Interactive	●●●●	24

Invincibility

Quickly press L2, L2, R2, R2, L2, R2, L2, L1, R2, R1, L2, L1, L1.

No police

Quickly press L1, L2, R1, R1, R1, R1, L2, L2, R1, R1, L1, L1, R2.

Rear-wheel steering

Quickly press R1, R1, R1, R2, L2, R1, R2, L2, L1, R2, R1, L2, L1.

Long suspension

Quickly press R2, L2, R1, R2, L2, L1, R2, R2, L2, L2, L1, R2, R1.

Mini cars

Quickly press R1, R2, R1, R2, L1, L2, R1, R2, L1, R1, L2, L2, L2. The collision detection will still behave as if the cars were normal size.

Upside-down screen

Quickly press R2, R2, R1, L2, L1, R2, L2, L1, R2, R2, L2, R2, L1.

⑥ Driver 2	Infogrames	●●●●	40

Viva Las Vegas

Secret Area

(The Construction Site doesn't lead you to the secret car like the areas did in both Chicago and Havana. Instead, it's more of a weird plot of land to just drive around and smash into stuff. Follow these steps and you'll be there in no time!)

This area can be found rather easily. Bust through the fence, then proceed straight and jump the ramp that leads over the concrete barrier. Once you're over it, you've entered the secret area.

Secret Car

First, flick the switch near the fence (see location on map) and it will open up a gate as you return to the street. Second, hang a right on your way back from hitting the switch and you'll see the opened gate. Pass through and you'll find your new pickup truck. "Look, mawr, I gots me a newr pigguh truh!"

Invincibility Cheat

(The Invincibility cheat renders you immune to all forms of damage. The cops will still chase you and smash into you, but your damage meter will remain unaffected.)

To gain access to the Invincibility Cheat in your main menu, all you need to do is find the hidden switch located across the street from the MGM Grand Casino.

Then, once you're there, hop out of your car and look for the sign that says "Bingo." Go to the left of the sign and flip the switch between the two black doors—just make sure to save your game to gain access to the cheat!

Ducati World Championship Racing	Acclaim	●●◖	41
Duke Nukem: Land of the Babes	Infogrames	●●◖	40
Duke Nukem: Time to Kill	GT Interactive	●●●◖	14
Duke Nukem: Total Meltdown	GT Interactive	●●●	5
Dukes of Hazzard	SouthPeak	●◖	29
Dukes of Hazzard II: Daisy Dukes it Out	SouthPeak	●●	41
Dune 2000	Electronic Arts	●◖	27
EA Sports Supercross	EA Sports	●●●◖	41
Eagle One: Harrier Attack	Infogrames	●●●	32
Echo Night	Agetec	●●●	23

Game	Publisher	Score	Issue
ECW Anarchy Rulz	Acclaim	●	38
ECW Hardcore Revolution	Acclaim	●◖	30
Ehrgeiz	Square EA	●●●◖	21
Einhänder	Sony CEA	●●●●	8
Elemental Gearbolt	Working Designs	●●●●	11
Eliminator	Psygnosis	●◖	20
The Emperor's New Groove	SCEA	●●●◖	40
ESPN MLS GameNight	Konami	●●●	40
E.T. the Extra-Terrestrial:			
Interplanetary Mission	NewKidCo	◖	54
Eternal Eyes	Crave	●◖	38
Evil Dead: Hail to the King	THQ	●●◖	41
Evil Zone	Titus	●●●	25
Expendable	Infogrames	●◖	34
F1 2000	EA Sports	●●●◖	33
F1 Championship Season	EA Sports	●●●◖	40
F1 Racing Championship	Ubi Soft	●●◖	39
Family Feud	Hasbro	●●●	39
Family Game Pack	3DO	●●◖	33
Fantastic Four	Acclaim	●●	3
Fatal Fury: Wild Ambition	SNK	●◖	30
Fear Effect	Eidos	●●●●◖	31
Fear Effect 2: Retro Helix	Eidos	●●●●◖	43
Felony 11-79	Ascii	●●●	1
FIFA 98	EA Sports	●●●◖	4
FIFA 99	EA Sports	●●●●◖	17
FIFA 2000	EA Sports	●●●●◖	27
FIFA 2001 Major League Soccer	EA Sports	●●●●◖	39
The Fifth Element	Activision	◖	15
Fighter Maker	Agetec	●●●◖	21
Fighting Force	Eidos	●●●	3
Fighting Force 2	Eidos	●●	29
Final Fantasy Anthology	Square EA	●●●●◖	26
Final Fantasy Chronicles	Sony CEA	●●●●	47
Final Fantasy IX	Square EA	●●●●●	39
Final Fantasy Tactics	Sony CEA	●●●●	5
Final Fantasy VII	Sony CEA	●●●●●	1
Final Fantasy VIII	Square EA	●●●●●	25
Fisherman's Bait	Konami	●●●◖	18
Fisherman's Bait 2: Big Ol' Bass	Konami	●●●	27
Flintstones Bedrock Bowling	SouthPeak	●	37
Ford Racing	Empire	●●◖	44
Formula 1 '98	Psygnosis	●●●●	15
Formula One '99	Psygnosis	●●●◖	28
Forsaken	Acclaim	●●●●	10
Fox Sports Golf '99	Fox Interactive	●●	11
Fox Sports Soccer '99	Fox Interactive	●●◖	11
Freestyle Boardin' '99	Capcom	●●◖	18
Freestyle Motocross:			
McGrath vs. Pastrana	Acclaim	●●◖	40
Frogger	Hasbro	●●◖	4
Frogger 2: Swampy's Revenge	Hasbro	●●●	38
Front Mission 3	Square EA	●●●●◖	31
Future Cop L.A.P.D.	Electronic Arts	●●●	13
G-Police	Psygnosis	●●●●◖	3
G-Police 2	Psygnosis	●●●●	25
G.Darius	THQ	●●●●	13
Galaga: Destination Earth	Hasbro	●●◖	39
Galerians	Crave	●●●	33
Gallop Racer	Tecmo	●●◖	28
Gauntlet Legends	Midway	●●◖	32
Gekido	Interplay	●●●	34
Gex: Deep Cover Gecko	Eidos	●●●◖	20
Gex: Enter the Gecko	Midway	●●●◖	7
Ghost in the Shell	THQ	●●●●	4
Glover	Hasbro	●●	28
Gold and Glory:			
The Road to El Dorado	Sony CEA	●●	42
Gran Turismo	Sony CEA	●●●●●	9
4 **Gran Turismo 2**	**Sony CEA**	●●●●●	**29**

One of the top games on the PSone deserves a few codes, right?

Arcade Tracking

Obtain all licenses in Simulation mode on disc two, including the Super License to get more Arcade mode tracks.

FedEx Car

Enter the Gran Turismo League race events until reaching the Pacific League races. Then, enter the Midfield Raceway event to be awarded with an R*Nissan 300ZX GTS FedEx race car. Gets you there on

4 **Gran Turismo 2 cont.**

time, every time. Except in the case of *Cast Away*.

Mark Martin's NASCAR #6 Ford Taurus

To obtain this car, you must first purchase a Ford Taurus and then perform the Racing modification.

Mo' Sports Land Track

Obtain all of the licenses, including the Super License, and the Motor Sports Land track will become available in Time Trial mode on the arcade disc.

Game	Publisher	Score	Issue
Grand Theft Auto	Take 2	●●◖	10
Grand Theft Auto 2	Rockstar	●●●	27
Grand Theft Auto: London 1969	Rockstar	●●◖	22
Grand Tour Racing '98	Activision	●●●	1
Grandia	Sony CEA	●●●●◖	26
Granstream Saga	THQ	●●●	10
The Grinch	Konami/Universal	●◖	39
Grind Session	Sony CEA	●●●●	34
Grudge Warriors	Take 2	●●	34
Guardian's Crusade	Activision	●●●	19
Gundam Battle Assault	Bandai	●●●	40
Gunfighter:			
The Legend of Jesse James	Ubi Soft	●●◖	52
HardBall '99	Accolade	●◖	15
Harry Potter and the			
Sorcerer's Stone	EA Games	●●●	53
Harvest Moon: Back to Nature	Natsume	●●●◖	40
HBO Boxing	Acclaim	●●	41
Heart of Darkness	Interplay	●●●●	13
Hello Kitty's Cube Frenzy	NewKidCo	●●◖	20
Herc's Adventures	LucasArts	●●●	2
High Heat Baseball 2000	3DO	●	22
High Heat Major			
League Baseball 2002	3DO	●●●●	43
Hogs of War	Infogrames	●●●●	38
Hooters Road Trip	Ubi Soft	◖	55
Hoshigami: Ruining Blue Earth	Atlus	●●◖	53
Hot Shots Golf	Sony CEA	●●●●	7
Hot Shots Golf 2	Sony CEA	●●●◖	30
Hot Wheels Turbo Racing	Electronic Arts	●●◖	25
Hydro Thunder	Midway	●●	31
IHRA Drag Racing	Bethesda	◖	53
In Cold Blood	DreamCatcher	●●	49
Incredible Crisis	Titus	●●●◖	38
Inspector Gadget:			
Gadget's Crazy Maze	Ubi Soft	●●●◖	50
Intelligent Qube	Sony CEA	●●●	2
Intellivision Classic Games	Activision	●◖	28
Int'l. Superstar Soccer '98	Konami	●●●●◖	11
Int'l. Track & Field 2000	Konami	●●●●	27
Invasion From Beyond	GT Interactive	●●	19
Iron Soldier 3	Vatical	●●●●	35
Irritating Stick	Jaleco	●●●	18
ISS Pro Evolution	Konami	●●●●◖	35
8 **The Italian Job**	**Rockstar**	●●●●●	**57**

Unlock Bunches of Stuff

While in the main menus, input the following codes. If entered correctly, you'll here a swarm of cheering and applause.

Unlock All Missions in Italian Job Mode

Circle, Circle, Triangle, Square, Square.

Unlock All Checkpoints

Circle, Square, Triangle, Square, Triangle, Square, Triangle, Square, Circle.

Unlock All Destructors

Triangle, Square, Square, Triangle, Square, Square, Triangle, Circle, Circle.

Unlock All Free Rides

Square, Triangle, Square, Circle, Circle, Circle, Triangle, Circle.

Unlock All Challenges

Square, Square, Triangle, Circle, Circle, Square, Triangle, Circle.

Game	Publisher	Score	Issue
Jackie Chan Stuntmaster	Midway	●●●◖	30
Jade Cocoon	Crave	●●●◖	23
Jarrett & LaBonte			
Stock Car Racing	Codemasters	●●●●	38
Jeopardy!	Hasbro	●●●●	17
Jeopardy! 2	Hasbro	●●●●	29
Jeremy McGrath			
Supercross 2000	Acclaim	●◖	38
Jersey Devil	Sony CEA	●●	10

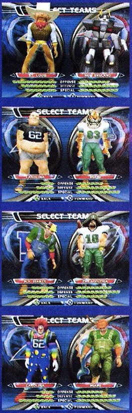
OPM EXCLUSIVE

NFL BLITZ 20-03

You were sucked into buying Blitz this year, too, huh? Or maybe you're lucky enough to have rented it. Either way, you'll want codes. That's what Blitz is all about. Try entering these names as your own and see what you come up with. Some are shown to the right.

NFL Blitz 20-03 Special Characters

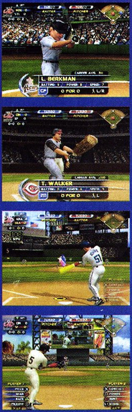
Description	Name	Pin
Beerdrinker	ZEMAN	1986
Deerhunter	DEER	1997
Cowboy	COWBOY	1996
Robot Silver	ROBOTS	1970
Robot Red	ROBOTR	1974
Clown	CLOWN	1974
Dolphin	DOLPHIN	1972
Dough Boy	RBL-DBN	9669
Viking	VIKING	1977
Bear	BEAR	1986
Eagle	EAGLE	1981
Horse	HORSE	1999
Lion	LION	1963
Pinto	PINTO	1966
Pirate	PIRATE	2001
Ram	RAM	2000
Tiger	TIGER	1977
Clown	MADISON	1220



MLB SLUGFEST

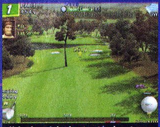
Enter these during the versus page. Here's how it works: The first number is how many times you press Square or L1. The second number is how many times you press X or Triangle. The third number is how many times you press Circle or R1. After that, press the direction to activate that specific code. It may sound convoluted, but trust us on this one. If you only try one cheat code this year, make the Whiffle Bat your code of choice. Or the Log Bat.

1, 1, 1, DOWN	Tournament Mode
4, 4, 4, DOWN	Unlimited Turbo
2, 4, 2, DOWN	16 Softball
0, 0, 4, RIGHT	Whiffle Bat
2, 0, 0, RIGHT	Big Head
0, 0, 4, UP	Log Bat
3, 3, 3, UP	Coliseum
3, 2, 1, UP	Rocket Park
1, 2, 3, UP	Extra Time
2, 4, 2, UP	Rubber Ball
0, 0, 4, LEFT	Mace Bat
2, 0, 0, LEFT	Tiny Head
2, 1, 0, RIGHT	Pinto Team
2, 1, 1, RIGHT	Horse Team
2, 1, 2, RIGHT	Eagle Team
2, 2, 0, RIGHT	Lion Team
3, 0, 0, LEFT	Max Batting
0, 3, 0, LEFT	Max Power
0, 0, 3, LEFT	Max Speed
2, 2, 2, RIGHT	Team Todd McFarlane
3, 3, 3, RIGHT	Team Terry Fitzgerald

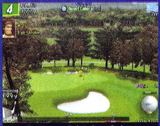


HOT SHOTS 3: SEPT. TOURNEY

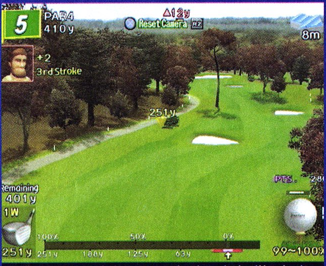
Tips for the Last Chance Showdown tournament as found on hotshotsgolf3.scea.com



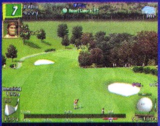
#1-Avoid that stinky tree



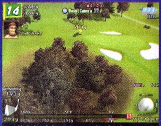
#4-Go with the 2 Iron



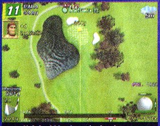
#5-Aim toward the cart path; the wind will take it



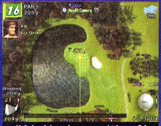
#7-Hit short to hit the cup



#14-Aim *way* left here



#11-Hit it *right* here



#16-Aim here with a 2I

FRONT NINE

Finally, you get the pick of the golfers for the final tournament. We took Mitch, because we like his beard and his consistency. So these tips are for someone who can hit longer than the chumps on the pleasant front nine.

Expect lots of wind, lots of catastrophe and lots of restarts (in fact, if you press all the shoulder buttons plus Select and Start, you'll be carried out to the game's main menu. A good trick on this course).

HOLE #1

Par 4, Wind 6m

Aim right at the sandtraps on the right side of the fairway and smoke the ball. It should roll past the tree in the center of the fairway without drama. From there, it'll take a wood to get you in putting range on the simple green.

HOLE #2

Par 5, Wind 6m

Push your tee shot to the right and then follow up with a super-spin shot (press X, hold Right, press X, hold Left and hit it right on the line). From there, hammer your 1W and try to make the green. The hole's set on a hill, so make sure your putt is true.

HOLE #3

Par 4, Wind 5m

Power-up and bang your shot to the left edge of the lake (be careful not to have a run-in with the trees on your second shot). From there, blast off with your 4 Iron and you'll be sitting pretty. Even mis-hits on this hole won't turn out too badly.

HOLE #4

Par 3, Wind 4m

Consider dumping your 2I and hitting a light 4W on this shot. The wind isn't a huge factor, but it'll do its best to spill your shot into the sand. The green is fast, so don't hit your wood shot with too much courage.

HOLE #5

Par 4, Wind 8m

The wind is more fierce than a Tiger Woods stare, so prep for it. Hit your tee shot *way* left. We're talking aim-at-the-rough left. That should get you in good position for your second shot. If there's a tree eye-balling you, just spin around it by pressing X, Right, X on your follow-up shot.

HOLE #6

Par 3, Wind 5m

You're way above the cup on this long Par 3, so be aware of that. But go at it with a 1W. Blast away and you'll get past the front of the green, which has a tricky lip that might keep you away.

HOLE #7

Par 4, Wind 1m

See that hump in the fairway? If you get the ball over it, you'll get a pleasing roll that will situate you closer to the pin. It'll also set you up for a nice bird's-eye view for your second shot.

HOLE #8

Par 5, Wind 7m

Getting on in two isn't going to be easy with the ball-stopping wind messing with everything. Blast off with two consecutive 1W shots and if you hit them perfectly, maybe you'll get close. If so, pull out your 7I and punch the ball into the hole. The green is fat, but it's tricky. Nothing easy about this one.

HOLE #9

Par 4, Wind 6m

Smack the ball straightaway and you'll likely be pleased with the results. The hill is deeply sloped, so a bath in the sand might ruin your day. If the sand doesn't interfere, you're an easy 6I to the pin and the birdie will be yours.

BACK NINE

The back nine is the easier half of the course, by far. But there are still a mess of challenges. Watch out for 16 and you'll do just fine.

HOLE #10

Par 4, Wind 7m

Your biggest enemy are those sandtraps stationed to the right of the fairway. Ugly critters. Aim at the faux Redwood plopped in the center of the course and the wind will help you around it.

For your second shot, load up on one of your irons, but hold Down on the D-pad while you shoot. That'll lift the ball, letting the wind do most of the work to get it to the green.

HOLE #11

Par 4, Wind 5m

Another rolling fairway, another chance to hit the ball hard and watch it roll. A straightaway shot should do the trick, since the wind will push you left.

From there, really bang your next shot. You'll think it's going to clear the water, but it might not. Consider a 4W if you get nervous.

HOLE #12

Par 3, Wind 6m

The game sets you up with a 4W off the tee of this Par 3, but we can't think of a worse idea. The 2I will soar too far (you're 16y above the hole and the wind is beastly). So bone-up on your 3I and sky it right into the hole. If you want to put super backspin on the ball, press Up, X, Down and X. It might get the ball to drop in the cup.

HOLE #13

Par 4, Wind 6m

See the white flags that show the out-of-bounds area? Push your tee shot at those, then tease it back to the fairway by just a little. The wind will hook you onto the fairway, since you don't want to mess with that hulking lake.

From there, it's a clean look at a messy green that makes putting a chore.

HOLE #14

Par 4, Wind 8m

The wind here is stiff. But don't let it trick you. You'll want to hit straightaway, because otherwise you'll be too near the trees on the left side of the fairway.

Your second shot is going to feel like a crap shoot because of the wind, and in many ways it is. Just let the wind do lots of the work, and if you're going to use an iron, it'll doubly affect the shot, while the wood won't be too bothered.

HOLE #15

Par 5, Wind 2m

If you don't eagle this hole, you stink. No offense, but it's the easiest hole on the course and it's a gimme. Especially since you're so far above the cup every time you bang the ball.

On your second shot you're going to have to use your 1W, and you're going to have to power-up. It may look like it'll go long (considering your 12y above the hole), but you won't. Trust us.

HOLE #16

Par 3, Wind 2m

This is the second toughest hole on the course. No foolin'. Bust out your 2I whoopin' stick here, because the 4W will roll into the drink. Aim for the fat of the green, too. A hole-in-one would be nice, but it's not worth the risk.

HOLE #17

Par 4, Wind 6m

Not much drama on this romp, but keep in mind that you'll want to use a wood for your second shot. We suggest the 3W, since the wind will beat down an iron shot in an ugly way. That should get you on and close for the easy bird.

HOLE #18

Par 5, Wind 3m

Power-up and aim farther left than you feel comfy with. Then load up your second shot with the 1W and really layeth the golfeth down. Chances are you won't nail the green in two, but you can get close enough to chip in. But the green's a mess, so good luck.

How tall is Sam Kennedy? Find out (and tell us!) Write to opm@ziffdavis.com. If you're right, you'll score VIP status on gamers.com!

Game	Publisher	Score	Issue
Jet Moto 2	Sony CEA	●●●◖	3
Jet Moto 3	989 Studios	●●●◖	26
Jimmy Johnson VR Football	Interplay	●●	2
Jojo's Bizarre Adventure	Capcom	●●●●◖	31
Juggernaut	Jaleco	●●	26
K-1 Grand Prix	Jaleco	●●●◖	28
K-1 Revenge	Jaleco	●●◖	18
Kagero: Deception II	Tecmo	●●●●◖	14
Kartia	Atlus	●●●●	12
Kensei Sacred Fist	Konami	●◖	17
Kickboxing	Agetec	●	58
Killer Loop	Crave	●●●	27
King of Fighters '99	Agetec	●●●●	41
KISS Pinball	Take 2	●◖	46
Klonoa	Namco	●●●●●	6
Knockout Kings	EA Sports	●●●◖	16
Knockout Kings 2000	EA Sports	●●●●	27
Knockout Kings 2001	EA Sports	●●●●	39
Konami Arcade Classics	Konami	●●◖	23
Koudelka	Infogrames	●●●	35
Kurt Warner's Arena Football Unleashed	Midway	●●●	34
The Land Before Time: Great Valley Racing Adventure	TDK Mediactive	●●●	46
The Land Before Time: Return to the Great Valley	Sound Source	●●◖	39
Largo Winch .// Commando Sar	Ubi Soft	◖	57
Legacy of Kain: Soul Reaver	Eidos	●●●●◖	25
The Legend of Dragoon	Sony CEA	●●●●◖	34
Legend of Legaia	Sony CEA	●●●●	19
Legend of Mana	Square EA	●●◖	35
Lego Island 2: The Brickster's Revenge	Lego Media	●●◖	46
Lego Rock Raiders	Lego Media	●	37
⑩ Lilo & Stitch	Sony CEA	●●●◖	59
We've searched high and low for codes. We've gone to Stitch's planet and asked them. But nothing. Here's the deal: Send us codes and we'll fit them into Replay. Sound good? E-mail us the goods at opm@ziffdavis.com.			
The Lion King: Simba's Mighty Adventure	Activision	●◖	42
The Little Mermaid II	THQ	●●●●	39
Lode Runner	Natsume	●●◖	4
Looney Tunes Racing	Infogrames	●●◖	39
Looney Tunes: Sheep Raider	Infogrames	●●◖	51
The Lost World: Jurassic Park	Electronic Arts	●	2
Lunar: Silver Star Story Complete	Working Designs	●●●●◖	22
Lunar 2: Eternal Blue Complete	Working Designs	●●●●	40
Madden NFL 98	EA Sports	●●●●	2
Madden NFL 99	EA Sports	●●●●◖	13
Madden NFL 2000	EA Sports	●●●●●	25
Madden NFL 2001	EA Sports	●●●●●	37
Madden NFL 2002	EA Sports	●●●●◖	49
Martian Gothic: Unification	Take 2	●●●◖	52
Marvel Super Heroes	Capcom	●●	2
Marvel Super Heroes vs. Street Fighter	Capcom	●●●◖	18
Marvel vs. Capcom EX	Capcom	●●◖	30
Mary-Kate and Ashley: Magical Mystery Mall	Acclaim	●●●◖	40
Mary-Kate and Ashley: Winners Circle	Acclaim	●●◖	45
Mass Destruction	ASC	●●◖	3
Mat Hoffman's Pro BMX	Activision	●●●●	45
Maximum Force	Midway	●◖	2
MDK	Playmates	●●◖	3
Medal Of Honor	Electronic Arts	●●●●	27
Medal Of Honor Underground	Electronic Arts	●●●●	39
MediEvil	Sony CEA	●●●●	14
MediEvil II	Sony CEA	●●●◖	32
Mega Man Legends	Capcom	●●●●	12
Mega Man Legends 2	Capcom	●●●◖	39
Mega Man X4	Capcom	●●●	4
Mega Man X5	Capcom	●●●◖	41
Mega Man X6	Capcom	●●●	53
Men In Black– The Series: Crashdown	Infogrames	●●●	54
Metal Gear Solid	Konami	●●●●●	14
Metal Gear Solid VR Missions	Konami	●●●●	25
Metal Slug X	Agetec	●●●●	43
Micro Machines	Midway	●●●●●	5
Micro Maniacs	Codemasters	●●●●	32
Mike Tyson Boxing	Codemasters	●●	39
The Misadventures of Tron Bonne	Capcom	●●●●	31
Miss Spider's Tea Party	Simon & Schuster	●●●	41
Missile Command	Hasbro	●●●	28
Mission: Impossible	Infogrames	●●	28
MK Mythologies	Midway	●●◖	3
MLB 98	Sony CEA	●●●	1
MLB 99	Sony CEA	●●●●	9
MLB 2000	989 Studios	●●●●	21
MLB 2001	989 Studios	●●●	33
MLB 2002	Sony CEA	●●	46
MBL 2003	Sony CEA	●●●●	60
MLBPA Bottom of the 9th '99	Konami	●●●◖	12
Mobil 1: Rally Championship	Electronic Arts	●●●	32
Monaco Grand Prix	Ubi Soft	●●●◖	21
Monkey Hero	Take 2	●●	18
Monkey Magic	Sunsoft	●	29
Monopoly	Hasbro	●●●	5
Monster Rancher 2	Tecmo	●●●●	26
Monster Rancher Battle Card: Episode II	Tecmo	●●●◖	36
Monster Rancher Hop-A-Bout	Tecmo	●●●◖	41
Monster Seed	Sunsoft	●●◖	20
Monsters, Inc.	Sony CEA	●●●◖	51
Mort the Chicken	Crave	●◖	41
Mortal Kombat: Special Forces	Midway	●◖	36
Mortal Kombat 4	Midway	●●●◖	11
Moto Racer	Electronic Arts	●●●●●	3
Moto Racer 2	Electronic Arts	●●●●◖	14
Moto Racer World Tour	Infogrames	●●●●	40
Motocross Mania	Take 2	●	48
Motorhead	Fox Interactive	●●●◖	14
Mr. Domino	Acclaim	●●●◖	15
Mr. Driller	Namco	●●●●	33
Ms. Pac-Man Maze Madness	Namco	●●●●	38
MTV Music Generator	Codemasters	●●●●	28
MTV Sports: Pure Ride	THQ	●●●◖	39
MTV Sports: Skateboarding featuring Andy MacDonald	THQ	●	39
MTV Sports: Snowboarding	THQ	●●●◖	27
MTV Sports: T.J. Lavin's Ultimate BMX	THQ	●●	45
The Mummy	Konami	●●●	41
Muppet Monster Adventure	Midway	●●●●	39
Muppet Race Mania	Midway	●●●◖	39
N.GEN Racing	Infogrames	●●◖	35
N20	Fox Interactive	●●	11
Nagano Winter Olympics '98	Konami	●●	6
NASCAR 98	EA Sports	●●●●	3
NASCAR 99	Electronic Arts	●●●●	14
NASCAR 2000	EA Sports	●●●●	26
NASCAR 2001	EA Sports	●●◖	38
NASCAR Heat	Hasbro	●●●◖	40
NASCAR Rumble	Electronic Arts	●●●◖	31
NASCAR Thunder 2002	EA Sports	●●	52
NBA Fastbreak '98	Midway	●●◖	4
NBA Hoopz	Midway	●●●	43
NBA In the Zone '98	Konami	●●◖	7
NBA In the Zone '99	Konami	●●●◖	19
NBA In the Zone 2000	Konami	●●◖	28
NBA Live 98	EA Sports	●●●●◖	3
NBA Live 99	EA Sports	●●●●	16
NBA Live 2000	EA Sports	●●●●◖	28
NBA Live 2001	EA Sports	●●●●	39
NBA Live 2002	EA Sports	●●●◖	53
NBA ShootOut 98	Sony CEA	●●●◖	8
NBA ShootOut 2000	989 Studios	●●●	30
NBA ShootOut 2001	989 Studios	●●◖	39
NBA ShootOut 2002	Sony CEA	●●●◖	50
NBA Showtime: NBA on NBC	Midway	●●●	28
NBA Tonight	ESPN Digital	●●●	14
NCAA Final Four '99	989 Studios	●●●◖	18
NCAA Final Four 2000	989 Studios	●●●◖	28
NCAA Final Four 2001	Sony CEA	●●	40
NCAA Football 98	EA Sports	●●	2
NCAA Football 99	EA Sports	●●●●◖	12
NCAA Football 2000	EA Sports	●●●●	25
NCAA Football 2001	EA Sports	●●●◖	36
NCAA GameBreaker 98	Sony CEA	●●●●	4
NCAA GameBreaker 99	989 Studios	●●●●	15
NCAA GameBreaker 2000	989 Studios	●●●	25
NCAA GameBreaker 2001	Sony CEA	●●◖	37
NCAA March Madness 98	EA Sports	●●●●	7
NCAA March Madness 99	EA Sports	●●●	18
NCAA March Madness 2000	EA Sports	●●●●	29
NCAA March Madness 2001	EA Sports	●●	41
Nectaris: Military Madness	Jaleco	●●●●	17
Need for Speed III	Electronic Arts	●●●●	8
Need for Speed: High Stakes	Electronic Arts	●●●●◖	20
Need for Speed: Porsche Unleashed	Electronic Arts	●●●◖	33
Need for Speed: V-Rally	Electronic Arts	●◖	3
Need for Speed: V-Rally 2	Electronic Arts	●●●◖	28
Newman/Haas Racing	Psygnosis	●●	7
The Next Tetris	Hasbro	●●●	24
NFL Blitz	Midway	●●●●●	13
NFL Blitz 2000	Midway	●●●●●	24
NFL Blitz 2001	Midway	●●●◖	38
NFL GameDay 98	Sony CEA	●●●●●	1
NFL GameDay 99	989 Studios	●●●●	13
NFL GameDay 2000	EA Sports	●●●●	25
NFL GameDay 2001	989 Studios	●●◖	37
NFL GameDay 2002	Sony CEA	●●	49
NFL Xtreme	989 Studios	●●	11
NFL Xtreme 2	989 Studios	●◖	24
NHL 98	EA Sports	●●●●	2
NHL 99	EA Sports	●●●●◖	15
NHL 2000	EA Sports	●●●●	26
NHL 2001	EA Sports	●●●●	38
NHL Blades of Steel 2000	Konami	●●	28
NHL Breakaway 98	Acclaim	●●●	2
NHL Championship 2000	Fox Interactive	●●●	27
NHL FaceOff 98	Sony CEA	●●●●●	2
NHL FaceOff 99	989 Studios	●●●●	14
NHL FaceOff 2000	989 Studios	●●●●	26
NHL FaceOff 2001	Sony CEA	●●●●◖	38
NHL Rock the Rink	Electronic Arts	●●●●	32
Nick Toons Racing	Infogrames	●●●	48
Nightmare Creatures	Activision	●●●◖	3
Nightmare Creatures II	Konami	●●	33
Ninja: Shadow of Darkness	Eidos	●◖	15
Nuclear Strike	Electronic Arts	●●●●◖	3
O.D.T.	Psygnosis	●◖	15
Oddworld: Abe's Exoddus	GT Interactive	●●●●◖	15
Oddworld: Abe's Oddysee	GT Interactive	●●●●	1
Omega Boost	Sony CEA	●●●●	25
One	ASC	●●●●	4
One Piece Mansion	Capcom	●◖	50
Pac-Man World	Namco	●●●●◖	25
Pandemonium! 2	Midway	●●●◖	3
Panzer Front	Agetec	●●●◖	51
PaRappa the Rapper	Sony CEA	●●●●●	2
Parasite Eve	Square EA	●●●●	12
Parasite Eve II	Square EA	●●●●◖	37
Persona 2: Eternal Punishment	Atlus	●●●●	41
Peter Jacobsen's Golden Tee Golf	Infogrames	●●●◖	41
PGA Tour 98	EA Sports	●●●	3
Pipe Dreams 3D	Empire Int.	●●	52
Pitfall 3D	Activision	●●	9
Play With The Teletubbies	Knowledge Adv.	●●	36
Pocket Fighter	Capcom	●●●●	11
Point Blank	Namco	●●●◖	6
Point Blank 2	Namco	●●●◖	20
Point Blank 3	Namco	●●●◖	44
Polaris SnoCross	Vatical	●●◖	38
Pong	Hasbro	●●●◖	27
Pool Hustler	Activision	●●●●	15
Populous: The Beginning	Electronic Arts	●◖	21

REPLAY FORUM

Challenge No. 62-66 so you can get to Legends mode.

The Legends mode is like Arcade mode, but you only race against the five "legends." All five will almost always ride as a pack. They are tough but not impossible to beat. Challenges No. 68-No. 71, which have no winning criteria shown until No. 67 is unlocked, are beating the legends.

TONY HAWK 3: NUDE WOMEN?
Go to Create-A-Skater and select Create New. Change the sex to female and put on a sheer shirt. Exit and go to tutorials. Once there, select the wall-ride and complete. Enjoy!
Johnny Hampton
HarvestMoonKing@webtv.net

TIMESPLITTERS: CODE HUNT
Are there any codes for *TimeSplitters* such as invincibility, unlimited ammo, etc.?
Alan Martin
Alan1498@msn.com

No on the invincibility, but yes on ammo. Here's how:

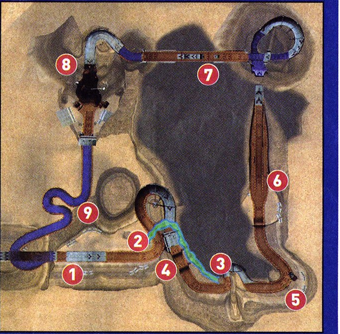
Time Attack rewards:
Win the level under the indicated difficulty setting and time to unlock the corresponding reward.

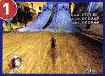
1985 Chemical Plant
Easy:
0m30s
Male and female SWAT playable in Arcade modes.
Normal:
1m0s
Infinite Ammo.
Hard:
2m35s
Malehood in Arcade mode.

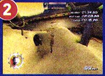
Cont. on pg. 167

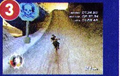
FREEKSTYLE

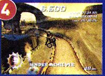
At long last we've gotten our hands on a map of the first course in *Freekstyle*, Monumental Motoplex, so we can show you all the nifty shortcuts. We've got a few more of these on tap, so if you want to get down and dirty with the rest of the tracks let us know at opm@ziffdavis.com. Otherwise, well, we'll use the space for something else. We're flexible.

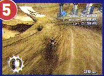


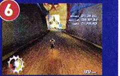
1

Take the shallower ramps if you're lagging behind, but if you have a lot of boost, go left around the jumps.

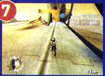
2

You can jump this entire corner or dive down into the gully for a tough shortcut through a mine shaft.

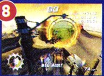
3

If you take the shortcut, boost hard as you exit and you might be able to clear another hairpin turn.

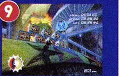
4

If your Freekout meter is full, these jumps are a good place to unleash the beast—hang on!

5

There's a ledge on the outside of this turn and a ramp at the end of the ledge. It's a great trick area.

6

If you've got enough boost, take either of the outer paths here and punch it hard to make it up the ramp.

7

If you go around the first ramp here, boosting on the second ramp will fly you into a bonus zone.

8

Here's your best opportunity for big air and multiple tricks. If you mix it up, you can get a three-combo.

9

Take a soft right when the track goes hard right and you'll bust through the boxes and cut two turns.

Game	Publisher	Score	Issue
Porsche Challenge	Sony CEA	●●●◖	1
Power Play Sports Trivia	Ubi Soft	●●	58
Power Rangers			
Lightspeed Rescue	THQ	●◖	40
Power Shovel	Acclaim	●●●	49
Power Soccer 2	Psygnosis	●●●	5
Power Spike			
Pro Beach Volleyball	Infogrames	●●◖	41
The Powerpuff Girls:			
Chemical X-Traction	Bam!	●◖	51
Poy Poy	Konami	●●●	3
Pro 18 World Tour Golf	Psygnosis	●●	19
Pro Pinball: Big Race USA	Empire	●●●◖	37
Pro Pinball: Fantastic Journey	Empire	●●●◖	37
Pro Pinball: Timeshock!	Take 2	●	10
Psybadek	Psygnosis	●●	15
Punky Skunk	Jaleco	●●●	6
Putter Golf	Agetec	◖	53
Puzzle Star Sweep	Agetec	●●◖	43
Q*bert	Hasbro	●●◖	28
Quake II	Activision	●●●●	27
R-Type Delta	Agetec	●●●●◖	23
R-Types	Ascii	●●●◖	17
R4: Ridge Racer Type 4	Namco	●●●●	20
Racing	Agetec	◖	43
Railroad Tycoon II	Take 2	●●●	30
Rainbow Six	Red Storm	●	27
Rally Cross 2	989 Studios	●●●◖	15
Rampage	Midway	●●◖	4
Rampage 2: Universal Tour	Midway	●	21
Rampage Through Time	Midway	●◖	36
Ray Tracers	THQ	●●●	5
RayCrisis	Working Designs	●●●	38
Rayman 2: The Great Escape	Ubi Soft	●●●●	35
Rayman Brain Games	Ubi Soft	●●●	50
Rayman Rush	Ubi Soft	●●●	57
Razor Freestyle Scooter	Crave	●●●	41
RC de GO!	Acclaim	●●●●	40
RC Revenge	Acclaim	●●●◖	37
RC Stunt Copter	Titus	●●●●	25
Re-Volt	Acclaim	●●	26
Ready 2 Rumble	Midway	●●●◖	27
Ready 2 Rumble Round 2	Midway	●●●	40
Red Asphalt	Interplay	●◖	3
Reel Fishing	Natsume	●●●	3
Reel Fishing II	Natsume	●●	34
Resident Evil: Director's Cut	Capcom	●●●	2
Resident Evil 2	Capcom	●●●●●	6
Resident Evil 2 Dual Shock	Capcom	●●●●●	13
Resident Evil 3 Nemesis	Capcom	●●●●◖	27
Resident Evil Survivor	Capcom	●◖	38
Rhapsody: A Musical Adventure	Atlus	●●●	35
Rising Zan	Agetec	●●●●	24
Risk	Hasbro	●●●●	11
Rival Schools	Capcom	●●●●	14
Riven: The Sequel to Myst	Acclaim	●●●●●	6
Road Rash 3D	Electronic Arts	●●●	11
Road Rash: Jail Break	Electronic Arts	●●	30
Rock 'Em Sock 'Em Robots	Mattel	●●●	41
Rocket Power			
Team Rocket Rescue	THQ	●◖	5
Rogue Trip	GT Interactive	●●●◖	14
Roll Away	Psygnosis	●●●●◖	13
Rollcage	Psygnosis	●●●◖	19
Rollcage Stage II	Psygnosis	●●●◖	31
Romance of the			
Three Kingdoms VI	Koei	●●	30
Roswell Conspiracies:			
Aliens, Myths & Legends	Red Storm	●	48
RPG Maker	Agetec	●●●●◖	35
Rugrats: Totally Angelica	THQ	●●●◖	48
Rugrats in Paris: The Movie	THQ	●●●	41
Runabout 2	Hot-B	●	36
Running Wild	989 Studios	●●	14
Rushdown	Electronic Arts	●●	19
Sabrina, the Teenage Witch:			
A Twitch in Time!	Knowledge Adv.	◖	45
SaGa Frontier	Sony CEA	●●●◖	8
SaGa Frontier 2	Square EA	●●●◖	29
Saiyuki: Journey West	Koei	●●●◖	47
Saltwater Sportfishing	Agetec	●●◖	52
Sammy Sosa			
High Heat Baseball 2001	3DO	●●	32
Sammy Sosa Softball Slam	3DO	●●	33
Samurai Shodown:			
Warrior's Rage	SNK	●◖	36
Scooby-Doo and the			
Cyber Chase	THQ	●●	52
Scrabble	Hasbro	●●◖	28
Sentinel Returns	Psygnosis	●●	11
Sesame Street Sports	NewKidCo	●●●◖	54
Shadow Madness	Crave	●●◖	19
Shadow Man	Acclaim	●◖	27
Shadow Master	Psygnosis	●●●●	5
Shadow Tower	Agetec	◖	28
Shanghai: True Valor	Sunsoft	●●●	20
Sheep	Empire	●●●	41
Shipwreckers	Psygnosis	●●●	3
Shooter: Space Shot	Agetec	●●●◖	48
Shooter: Starfighter Sanvein	Agetec	●●	43
Silent Bomber	Bandai	●●●●	30
Silent Hill	Konami	●●●●	18
Silhouette Mirage	Working Designs	●●●◖	29
Sim Theme Park	Electronic Arts	●●◖	33
The Simpsons Wrestling	Taito	●●	45
Skullmonkeys	Electronic Arts	●●●●●	6
Skydiving Extreme	Banpresto	●◖	49
Sled Storm	Electronic Arts	●●●●	24
Small Soldiers	Electronic Arts	●◖	15
Smurfs	Infogrames	●●●●	29
Smurf Racer	Infogrames	●●	45
Sno-Cross			
Championship Racing	Crave	●◖	37
Snowboarding	Agetec	●●	43
Soul of the Samurai	Konami	●◖	24
South Park	Acclaim	●◖	27
South Park: Chef's Luv Shack	Acclaim	●	28
South Park Rally	Acclaim	●◖	29
Space Invaders	Activision	●●●	27
Spawn: The Eternal	Sony CEA	●●	4
Spec Ops: Covert Assault	Take 2	●	52
Spec Ops: Ranger Elite	Take 2	●	46
Spec Ops: Stealth Patrol	Take 2	●	34
Speed Punks	Sony CEA	●●●●◖	32
Speed Racer	Jaleco	●●	8
Speedball 2100	Empire	●●◖	40
② Spider-Man	Activision	●●●●●	37

Try these codes on for size. They're web-tastic!

Join the Marines, the sub-marines

The Sub-Mariner is the last guy in the character viewer. To get him in there, do this:

- Enter "What If? Mode" code (GBHSRSPM).
- Reach "Spidey vs. Carnage!" level.
- You'll be able to see The Sub-Mariner peeking in through one of the windows, outside of the boss area.
- Be sure to see him in full view to add him to the character viewer.

Alternate Daily Bugle Scene

Here's something you might not expect from the team at Neversoft:

- Enter the password RULUR at the Cheats screen to unlock Neversoft president Joel Jewett.
- Start a new game. When you're prepped to fight Scorpion, J. Jonah Jameson will be replaced by Jewett who'll be clad in a stylish T-shirt and shorts.

Game	Publisher	Score	Issue
Spider-Man 2 Enter: Electro	Activision	●●●◖	50
Spin Jam	Take 2	●◖	38
⑤ SpongeBob SquarePants	THQ	●●	51

We've been begging for codes for this game for ages, and while many have submitted, the inimitable Patrick Wilson can be thanked (Otaku@cinci.rr.com).

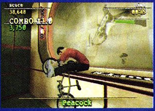
Level Passwords:

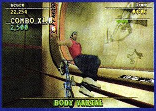
1 BGNR
2 CLMB
3 KVNF
4 WKGA
5 DFVJ
6 NGPS

Game	Publisher	Score	Issue
⑤ **SpongeBob SquarePants cont.**			
7 WMCV			
8 XNAD			
9 HPJQ			
10 QHDG			
11 WFXM			
12 MNTL			
13 QGAV			
14 LXHK			
15 HGCD			
16 CNXK			
17 LKKV			
18 PVHS			
19 JAST			
End WMBT			
Sports Car GT	Electronic Arts	●●◖	21
⑦ **Spyro: Year of the Dragon**	**Sony CEA**	●●●●●	**39**
We'll be the first to admit that these cheats aren't necessarily the cream of the proverbial dragon scale. But they'll do.			
2D Spyro			
To turn Spyro into a second-dimensional dragon, enter the following code while at the Pause menu:			
Left, Right, Left, Right, L1, R1, L1, R1, Square, Circle.			
To turn him back to normal, re-enter the code.			
99 Lives			
Enter the following code at the Pause menu to gain 99 lives:			
R2, L2, R2, L2, Up, Up, Up, Up, Circle.			
Big-headed Spyro			
At the pause menu, enter the following code to inflate Spyro's head: Up, R1, Up, R1, Up, R1, Circle, Circle, Circle, Circle. Re-enter the code to shrink it back to normal.			
Spyro 2: Ripto's Rage!	Sony CEA	●●●●◖	27
Spyro the Dragon	Sony CEA	●●●●	13
Star Ocean: The 2nd Story	Sony CEA	●●●●◖	22
Star Trek: Invasion	Activision	●●●●◖	37
Star Wars: Episode I— Jedi Power Battles	LucasArts	●●◖	33
Star Wars: Episode I— The Phantom Menace	LucasArts	●●●	25
Star Wars: Masters of Teräs Käsi	LucasArts	●●●	4
Star Wars Demolition	LucasArts	●●●◖	41
Steel Reign	Sony CEA	●●●	2
Streak	GT Interactive	●●◖	15
Street Fighter Alpha 3	Capcom	●●●●●	21
Street Fighter Collection	Capcom	●●●	4
Street Fighter Collection 2	Capcom	●●●	16
Street Fighter EX Plus Alpha	Capcom	●●●●	2
Street Fighter EX2 Plus	Capcom	●●●	33
Street Sk8er	Electronic Arts	●●◖	19
Street Sk8er 2	Electronic Arts	●●●	32
Strider 2	Capcom	●●●◖	34
Striker Pro 2000	Infogrames	●●●●	33
Strikers 1945	Agetec	●●◖	44
Stuart Little 2	Sony CEA	●●◖	60
Suikoden II	Konami	●●●●	26
Superbike 2000	EA Sports	●◖	32
SuperCross 2000	EA Sports	●◖	29
SuperCross Circuit	989 Studios	●●●◖	28
Surf Riders	Ubi Soft	●◖	35
Sydney 2000	Eidos	●●	38
Syphon Filter	989 Studios	●●●●	18
Syphon Filter 2	989 Studios	●●●◖	31
Syphon Filter 3	Sony CEA	●●●◖	52
T'ai Fu	Activision	●◖	19
T.R.A.G.	Sunsoft	●●●	20
Tactics Ogre	Atlus	●●●◖	12
Tail Concerto	Atlus	●●●◖	26
Tales of Destiny	Namco	●●●●	13
Tales of Destiny II	Namco	●●●◖	49
Tarzan	Sony CEA	●●●◖	24
Team Buddies	Midway	●●●◖	38
Team LOSI RC Racing	Fox Interactive	●●◖	13
Tekken 3	Namco	●●●●●	9
Tenchu	Activision	●●●●	14
Tenchu 2: Birth of the Stealth Assassins	Activision	●●●	37
Tennis	Agetec	●●	53
Tennis Arena	Ubi Soft	●●◖	4
Test Drive 4	Accolade	●●●◖	3
Test Drive 5	Accolade	●●●◖	15
Test Drive 6	Infogrames	●●●◖	27
Test Drive Le Mans	Infogrames	●●◖	34
Test Drive: Off Road 3	Infogrames	●●	26
Thousand Arms	Atlus	●●●●	26
Thrasher: Skate & Destroy	Rockstar	●●●◖	29
Threads of Fate	Square EA	●●●◖	35
Thunder Force V	Working Designs	●●●	13
Tiger Woods 99 PGA Tour Golf	EA Sports	●●●●	16
Tiger Woods PGA Tour 2001	EA Sports	●●●◖	41
Tigger's Honey Hunt	NewKidCo	●●●●	41
Time Crisis: Project Titan	Namco	●●●	45
Tiny Tank	Sony CEA	●●	25
Tiny Toon Adventures: Plucky's Big Adventure	Conspiracy	●◖	50
Tiny Toons: The Great Beanstalk	NewKidCo	●●●●	18
TOCA 2	Activision	●●●●◖	27
Tom & Jerry in House Trap	Eidos	●●●	41
Tom Clancy's Rainbow Six: Rogue Spear	Red Storm	●●◖	45
Tomb Raider II	Eidos	●●●●◖	4
Tomb Raider III	Eidos	●●●◖	16
Tomb Raider: Chronicles	Eidos	●●◖	41
Tomb Raider: The Last Revelation	Eidos	●●●●	29
Tomba!	Sony CEA	●●●●	11
Tomba! 2: The Evil Swine Return	Sony CEA	●●●●	29
Tomorrow Never Dies	Electronic Arts	●●●◖	28
Tonka Space Station	Hasbro	●●◖	41
Tony Hawk's Pro Skater	Activision	●●●●◖	26
Tony Hawk's Pro Skater 2	Activision	●●●●●	38
Toonenstein: Dare to Scare	Vatical	●●◖	29
Torneko: The Last Hope	Enix	●●	40
Toy Story 2	Activision	●●●	28
Toy Story Racer	Activision	●●●	44
Transformers: Beast Wars Transmetals	Bam!	●	36
Trap Gunner	Atlus	●●◖	13
Treasures of the Deep	Namco	●●●●	1
Trick'n Snowboarder	Capcom	●◖	25
Triple Play 99	EA Sports	●●◖	9
Triple Play 2000	EA Sports	●●●●◖	20
Triple Play 2001	EA Sports	●●●●●	32
Triple Play Baseball	EA Sports	●●◖	44
Turbo Prop Racing	Sony CEA	●●●	11
Twisted Metal III	989 Studios	●●◖	16
Twisted Metal 4	989 Studios	●●●●	28
Twisted Metal: Small Brawl	Sony CEA	●●◖	52
Tyco RC: Assault With a Battery	Mattel	●●	38
Ultimate 8-Ball	THQ	●●●●	22
Ultimate Fighting Championship	Crave	●●◖	40
Um Jammer Lammy	Sony CEA	●●●◖	24
The Unholy War	Eidos	●●●	14
Uprising X	3DO	●●●	17
Urban Chaos	Eidos	●●	33
Vagrant Story	Square EA	●●●◖	33
Valkyrie Profile	Enix	●●●●	36
Vampire Hunter D	Jaleco	●●	37
Vanark	Jaleco	●●●	32
Vandal Hearts II	Konami	●●●◖	27
Vanguard Bandits	Working Designs	●●◖	33
Vanishing Point	Acclaim	●●●◖	44
Vegas Games 2000	3DO	●●●◖	27
V.I.P.	Ubi Soft	●●	51
Vigilante 8	Activision	●●●●	10
Vigilante 8: Second Offense	Activision	●●●	29
Virtual Kasparov	Titus	●●	49
VR Baseball 99	Interplay	●●●◖	11
VR Sports Powerboat Racing	Interplay	●	10
Vs.	THQ	●	3
Walt Disney World Quest Magical Racing Tour	Eidos	●●◖	33
Walt Disney's Jungle Book Rhythm n' Groove	Ubi Soft	●●●	41
War Jetz	3DO	●●	48

Mat Hoffman 2

Building up your Adrenaline Meter in *Hoffman 2* takes one thing: consistency. You need to consistently not fall, consistently do different tricks and consistently land them. Once you've mastered keeping on your wheels, you'll grow your meter. That's when you want to tear it up with these special tricks. They're worth more points, and more importantly, they look fresh.



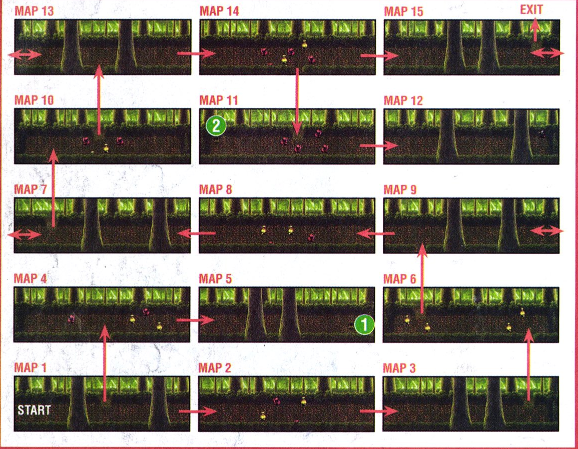


ADRENALINE TRICKS

Mat Hoffman	**Trick**
LEFT, UP + Circle	Peacock
RIGHT, LEFT + Circle	Barhop
LEFT, RIGHT + Square	Backflip Tailwhip
Joe Kowalski	
UP, RIGHT + Circle	Half Barspin Tailwhip
LEFT, RIGHT + Circle	Superman One Hander
RIGHT, LEFT + Square	No FooteDown
	Candybar Right One Hander
Rick Thorne	
DOWN, RIGHT + Circle	Body Flip
RIGHT, LEFT + Circle	One HandeDown Swing Leg
LEFT, RIGHT + Square	Half Barspin Tailwhip
Mike Escamilla	
LEFT, RIGHT + Circle	Backflip No Footer
RIGHT, UP + Square	Body Varial
RIGHT, LEFT + Square	Decade
Simon Tabron	
LEFT, RIGHT + Circle	Swing Leg
LEFT, DOWN + Square	900
RIGHT, LEFT + Square	Double Front Peg Grab
Cory Nastazio	
RIGHT, LEFT + Circle	Backflip Tailwhip
UP, LEFT + Square	Backflip Tabletop X-Down
LEFT, RIGHT + Square	Half Barspin Tailwhip
Kevin Robinson	
DOWN, RIGHT + Square	No HandeRight Backflip
LEFT, RIGHT + Square	Pendulum
RIGHT, LEFT + Circle	Rocket One FooteRight Candybar
Reuben Alcantara	
DOWN, LEFT + Circle	Double Tailwhip
LEFT, RIGHT + Circle	Decade
RIGHT, LEFT + Square	Superman One Hander
Nate Wessel	
RIGHT, LEFT + Circle	Backflip No Footer
LEFT, RIGHT + Square	Pendulum
DOWN, LEFT + Square	Superman Double Seat Grab
Seth Kimbrough	
RIGHT, LEFT + Circle	Swing Leg
LEFT, RIGHT + Square	Barhop
RIGHT, DOWN + Square	Superman Seat grab
	Truckdriver

ARC THE LAD COLLECTION

More tips and strategies straight from Working Designs—this time for Arc the Lad II



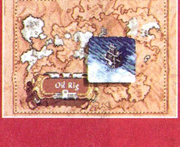
NAVIGATING THE FOREST

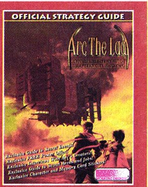
To successfully navigate the Lost Forest, take the opening path as far east as you can, then head north whenever possible. Be sure to grab the Crush Boots (No. 1 on Map 5) along the way. Toward the northern edge of the forest there's a dead-end path, where you'll find two things: a treasure chest containing a Strengthen Fruit (No. 2 on Map 11) and a wizard who claims to be the guardian of the Lost Forest. Speaking with him results in your being asked the question: What do you want to do? Choose "Find the Forest Exit" and he'll tell you the way out. Do NOT choose "Go to the White House" or he'll teleport your party back to the beginning of the Lost Forest. He is a bad, bad wizard.

PRINCESS? WHAT PRINCESS?

After touching down behind enemy lines in the country of Millmana, enter the city of Ajarl to the southeast. Over in the Ajarl Bar, the man with the vacuum apparatus tells you that everything went to pot when the King of Millmana was killed by a monster on a rampage. He then goes on to say that Princess Sania's body was never found. Hopefully she managed to escape, but if she did, no one knows where she is. Hmmm...you know a Sania. At this point, switch your lead character to Sania via the L2 or R2 button, so that the man with the vacuum can see her. When he does, he breaks down from joy and relief. The man's name is Roan, and Sania knows him well. A further nugget of knowledge that Roan has dug up proves to be most valuable: An offshore oil platform, in the ocean east of Millmana, is Yagun's latest project.

I hope Princess Sania escaped alive. All anyone here knows is that she was never found.





Hey, kids—want even more Arc strategy goodness? Then be sure to pick up Working Designs' official strategy guide. Weighing in at a hefty 570 pages, it may be the biggest guide ever published!

I said "COME AND GET IT, YOU GENETICALLY ENGINEERED FREAKS"!

LET'S BLOW THIS POPSICLE STAND

Return now to the Houfion Bar, where Shu and Tosh are going over their plans for infiltrating Romalia. Rather than taking control of the train, they decide to destroy it instead. The plan is now for Tosh to act as a decoy and draw the Romalian Patrol Corps away from the tunnel in order to give Shu enough time to set the explosives. To help Tosh on his end of things, Shu gives him a Cast-Off Ball and tells him to use it when he feels he can't hold off the guards any longer. For this mission, bringing along a few extra Recover Fruits, as well as equipping Shu with a Sub Machine Gun, may be wise. Head out of Houfion and return to the Romalia Tunnel. Shortly after Shu leaves to begin work on placing the bombs, Tosh realizes he may have bitten off more than he can chew. Though it puts you directly in harm's way, Shu needs time to do his part of the plan. You have no choice but to jump right in and get things started. While stalling for time, if you feel outnumbered, you can prolong the battle several turns by running to the tracks to the east.

After a minimum of six battle turns (assuming you're going to have Shu complete one task per battle turn when the action shifts to him...see below for details), go into Tosh's inventory and use the Cast-Off Ball. If you want to earn more experience or give Shu more time, you can continue to fight with Tosh, but after 20 battle turns, he will start to not-so-subtly remind you to use the Cast-Off Ball. Meanwhile, farther down the tracks...Shu is shown setting the explosives.

After he's armed the first, a squad from the Romalia Patrol Corps discovers him. You'll now have to finish arming the bombs while you dispose of the guards. To do this properly, inspect a bomb once during each battle turn to first Open the cover, then Set the timer and finally Turn on the switch to arm the device (looking at more than one bomb, or a bomb more than once will prompt Shu to remind himself not to rush). Do not look at any of the bombs while an enemy is in range for an attack, or you'll instead commit your turn to the attacker rather than the bomb. Speaking of attacking, don't forget to do so each turn after you've advanced the bombs, or you may be defeated before completing this portion of the mission. Along with arming the remaining two bombs, all three enemies must be taken out within the time made available by Tosh to successfully complete the mission.

It's been a fun 9 years, game on gamers. JC

Game	Publisher	Score	Issue
WarGames: DefCon 1	MGM Interactive	●●●●	12
Warpath: Jurassic Park	Electronic Arts	●●	27
Warriors of Might and Magic	3DO	●●●	41
Warzone 2100	Eidos	●●●●	22
WCW Backstage Assault	EA Games	●●	40
WCW Mayhem	Electronic Arts	●●●◖	26
WCW Nitro	THQ	●●◖	5
WCW/nWo Thunder	THQ	●	17
The Weakest Link	Activision	●●●◖	51
Wheel of Fortune	Hasbro	●●●●	17
Wheel of Fortune 2	Hasbro	●●●●	39
Who Wants to Be a Millionaire: 2nd Edition	Sony CEA	●●◖	35
Who Wants to Be a Millionaire: 3rd Edition	Sony CEA	●◖	47
Wild 9	Interplay	●●●◖	15
Wild Arms 2	Sony CEA	●●●◖	33
The Wild Thornberrys: Animal Adventure	Mattel	●◖	41
WipeOut 3	Psygnosis	●●●●	26
Woody Woodpecker Racing	Konami	●●	40
World Cup 98	EA Sports	●●●	10
World Destruction League: Thunder Tanks	3DO	◖	39
The World Is Not Enough	Electronic Arts	●●●	40
World's Scariest Police Chases	Activision	●●	47
Worms Armageddon	Hasbro	●●●◖	27
Worms World Party	Ubi Soft	●●●●	55
Wu-Tang Shaolin Style	Activision	●●●	28
WWF Attitude	Acclaim	●●●●	24
WWF SmackDown!	THQ	●●●●◖	31
WWF SmackDown! 2	THQ	●●●●●	40
WWF War Zone	Acclaim	●●●●	12
X-Bladez: Inline Skater	Crave	◖	55
X-Files	Fox Interactive	●●●	28
X Games Pro Boarder	ESPN Digital	●●●●	14
X-Men: Children of the Atom	Acclaim	●●	6
X-Men: Mutant Academy	Activision	●●●	36
X-Men: Mutant Academy 2	Activision	●●●	50
Xena: Warrior Princess	Electronic Arts	●●●◖	26
Xenogears	Square EA	●●●●	14
You Don't Know Jack!	Berkeley Systems	●●●●◖	25
You Don't Know Jack! Mock 2	Sierra	●●	40
Yu-Gi-Oh! Forbidden Memories	Konami	●◖	57

Boy, oh, boy! Nerd codes!

Blue Eyes White Dragon	89631139
Man-eating Treasure Chest	13723605
Magical Ghost	46474915
Sorcerer Of The Doomed	49218300
Dark Magician	46986414
Fissure	66788016
Claw Reacher	41218256
Exodia (Head)	33396948
Ansatsu	48365709
Man-eating Bug	54652250
Giant Soldier of Stone	13039848
Waboku	12607053
Mystical Elf	15025844
Curse of Dragon	28279543
Celtic Guardian	91152256
Winged Dragon	877969
Neo The Magic Swordsman	50930991
Dragon Zombie	66672569
Witty Phantom	36304921
Monster Reborn	83764718
Great White	13429800
Summoned Skull	70781052
Mammoth Graveyard	40374923
Reinforcements	17814387
Trap Hole	04206964
Book Of Secret Arts	91595718
Ancient Elf	93221206
Beaver Warrior	32452818
The Stern Mystic	87557188
Mystic Clown	47060154
Baron Of The Fiend Sword	86325596
Change Of Heart	04031928
Doma The Angel Of Silence	16972957

REPLAY
FORUM

GTA3: KILL SALVATORE SOFTLY

I think there's an easier solution to killing Salvatore than you listed in the last Replay section. If you go around the block and enter the alley containing the black staircase, you can go up to the roof. You can find a much better vantage point. Go up, make a left, and go up the ramp. You'll find yourself across the street from Salvatore's club. Wait there until Salvatore leaves his club. You have a perfect shot at any part of his body and absolutely no chance of being spotted by the Mafia.

Daniel Broskett
NeoKoga@aol.com

GTA3: DON'T MISS YOUR FLIGHT

I'm having trouble getting in the airport. A friend said you could get in there. Could you tell me how?

Curtis Williams
american-badass9_11

You can get into the airport. Your friend wasn't fibbing. As we reported in issue 58 (you do read every issue, don't you Curtis?): Here are four easy steps:

1. Grab your favorite flying vehicle.
2. Take off (I've found that the airport runway is the easiest place to take off from).
3. Fly straight into the top of the front building at the airport (the building that all the cars drive in front of).
4. Make sure you don't crash your car, since the only way out is through the top.

READER REVIEWS

FORUM EXTRA

We want your reviews of your PlayStation games. So write a review and send it to opm@ziffdavis.com. Get on with it!

We can't publish everyone, so keep it short, be witty, and remember that not every game deserves a 5-disc rating because you like it!

Stuntman

What you said: "Let's get one thing straight: *Stuntman* is *not* as hard as you've been told.

So what are the big problems with this game? As far as the difficulty is concerned, you don't have the slightest idea as to what is going to happen in a stunt. You don't get a map, you don't get a rundown, you don't get a flyover. Nada. Nothing. The other problem? Load times. Whenever you fail a stunt, you get to look at a load screen. Every time.

The game feels like Reflections started to polish the game, but never got around to finishing the deal."

Your Score ●●●◖

Sean Pivek
sonyps2fan@hotmail.com

> **"Consider it an instrument of torture. George Bush should use it to extract info from Al Queda operatives."**

What else you said: "Atari owes me a new controller. I broke mine when I threw it against the wall while playing *Stuntman*. What made me so mad as to unleash my fury? I had just failed the "scene" in which I had to run under two fast-falling smokestacks for the 50th time. This has got to be the most unforgiving and difficult game ever. If you hit a little bump in a three-ton monster truck, you'll flop around like a fish for a whole minute! Plus, during a chase "scene," the lead car and the chase car have absolutely *no* contact.

I hate this game more than anything in the world."

Your Score ●◖

Paul Jamofski
sparesomechange@msn.com

What we said: "If you're prone to veins popping your forehead when you get mad, you'd best stay away from this game."

Our Score ●●●

Medal of Honor: Frontline

What you said: "I'm disappointed with *Frontline*. The graphics are better than the first two games, but not by much! The A.I. is as predictable as ever, and the levels and mission objectives are starting to be recycled.... I felt like I was playing MOH: Underground all over again. And where are the secret levels?"

Is there any reason this game could not have been realized on the PSone? I guess I just expected more."

Your Score ●●◖

Thomas Fournier
BBIRON0513@ROGERS.COM

What we said: "Like *MGS2* or *FFX* before it, it's one of the reasons you bought a PS2."

Our Score ●●●●●

Spider-Man

What you said: "This is the kind of game I wish was never made. Aside from the shameless promotion of a movie that was at best a really long Cingular commercial, I get the feeling that Treyarch will never measure up to the greatness of Neversoft. The first *Spider-Man* game was fun. The Treyarch movie game has insufferable load times and questionable graphics. And did I mention the camera?

I know the idiots at Treyarch are happy with themselves for adding aerial combat, but the camera was designed by a crack monkey with Hitler's brain. Consider it an instrument of torture. George Bush should use it to extract information from Al Queda operatives. They'll be sure to crack after enduring hours of torture fighting the controller and the camera."

Your Score ◖

Jason Smith
Jason.Smith@Altour.com

What we said: "*Spider-Man* on PS2 features enough little annoyances to make it rank slightly below Neversoft's game."

Our Score ●●●●◖

NASCAR Thunder 2002

What you said: "I am a true NASCAR fan and I'm a hardcore gamer. I bought both NASCAR titles. *Heat* was a good simulation, but it was lacking. *Thunder*, though, has all the tracks, almost all the drivers (it even has guys from the Busch series), licensing from all the manufacturers, extra paint schemes, a somewhat realistic Career mode, great graphics, outstanding A.I. and my favorite: 43 cars in a field (way better than GT3's six cars and Heat's 26). This is the best racing game for PS2 and the most fun to play!"

Your Score ●●●●●

Kris Wysong
holyh2o@bellsouth.net

What we said: "*EA Sports has seen fit to treat NASCAR like the rest of their franchises.*"

Our Score ●●●●◖

Test Drive

What you said: "Speeding through traffic at 200 mph on the Golden Gate bridge can be a rush, but the rubberband A.I. in this game is ridiculous. No matter how well or how poorly you perform, the race comes down to who crashes in the last 10 seconds because the A.I. is programmed to stick with you. The hot cars and interesting story mode make it a worthwhile experience, but only hardcore street racing fans will want to take this game for anything more than a test drive."

Your Score ●●●◖

John Boreyko
E-mail withheld

What we said: "Looking for a racer light on realism? You've come to the right place."

Our Score ●●●◖

HEY, BABY, WHAT'S YOUR SIGN?

THE GAMES YOU *SHOULD* BE PLAYING ARE WRITTEN IN THE STARS

by Kristina Grish

A lot of very sane people read horoscopes, consult psychics, or dial astrological hotlines in search of fated truths. And though believers often connect zodiac signs to success in love, money or health—they seldom relate birth charts to gaming achievements. The fools.

So we got to thinking: Do Scorpios excel at *Mister Mosquito* because they're antagonistic pests? Are visual Libras drawn to *Final Fantasy X* because they're escapists? Hey, maybe there's a reason you can't finish *Stuntman* without busting a drawer full of controllers! It's cosmologically predetermined!

So in the name of evolving your gaming conscious, we consulted the help of *All Around The Zodiac*, by Bil Tierney (Llewellyn Publications, 2002), and tied each sign and its traits to your favorite games and characters. Just call us Madame OPM.

PISCES
ARIES
TAURUS
GEMINI
CANCER
LEO
VIRGO
LIBRA
SCORPIO
SAGITTARIUS
CAPRICORN
AQUARIUS
1
2
3
4
5
6
7
8
9
10
11
12

Illustration by Pixel Pushers

ARIES: Put down the *Freekstyle*, already. The ram loves a good rush, but too much solo adrenaline leaves you lonely. Instead, exert influence and fiery will with a bargain game like *ATV Offroad Fury* for an easy, quick romp. Clingy characters like Boomer in *SOCOM* crowd your space. And since things don't always come easily to an Aries who likes to call the shots, we have this for you: *Escape from Monkey Island.*

TAURUS: Calling all methodical, deliberate and patient bulls! Use your skills to shoot hoops in *NBA Street*—and don't worry, you're not really playing on a "team." If you can fully neglect that self-sufficient streak and play with four others, enjoy a few controlled rounds of *Hot Shots Golf 3*. Just don't get stuck in a gaming rut. A Taurus enjoys routine and stability almost as much as NASCAR fans love *NASCAR Heat 2002*'s Alan Bestwick. Is that a good thing?

GEMINI: Like to travel? Norune is a great fantasy escape that you'll find in *Dark Cloud*, where the weather's lovely year-round. The *Simpsons Road Rage* appeals to your easily distracted, incredibly mobile and insatiably curious nature. *D'oh*!

CANCER: Channel your nurturing energy toward James in *Silent Hill 2*; he could use some TLC. Use that active imagination to save Yorda from her evil mum in *Ico*. Feeling anxious and aggressive? Pick up a rifle and go take down some terrorists in *SOCOM*. You were always meant to be a SEAL.

LEO: Admit it: You can't get enough of the bold and smug personalities in *GTA3*. Meanwhile, your egocentric self leans toward a strategic gameplan for *Madden NFL 2003*, especially since you play as your favorite athletes. Lions who admire *FFX*'s Tidus might question whether it's his adventurous spirit or adoring Blitzball fans that make him so darn enviable.

VIRGO: Meticulously lining up a putt in *Hot Shots Golf 3*—against tricky conditions, terrains and elevations—hits your detailed sweet spot. Or is *Medal of Honor: Frontline* more impressive because it feels like footage from *Saving Private Ryan*? Stop debating and play a few racing games. Just don't go into Type-A overdrive: *Gran Turismo 3* can cause The Analyzer to crash. *Burnout* will put a smile on your face.

LIBRA: Always pursuing justice and beauty, Libras play *Virtua Fighter 4* to defend themselves all while checking out Pai Chan's gorgeous little outfit. In fact, aesthetic-driven Libras have been known to play through *Ico* just to get a look at that castle (though Yorda's a beaut, too). This charming sign also likes *PaRappa the Rappa 2* for the pup's sweet nature but will relate to the principled attorney in *State of Emergency*. Big surprise here: Her name is Libra.

SCORPIO: Scorpios often feel misunderstood, hate to be taunted, and explode quite spectacularly when angry; it's also the Zodiac's most randy cat. That said, all signs point to an attraction to Raven's leather-clad looks in *Twisted Metal: Black* or Kain's sexy six-pack in *Blood Omen 2*. Scary, huh?

SAGITTARIUS: Save the world! Help the community! Inflexible codes be damned! With mantras like these, no wonder you rock at *Dark Cloud*, *Final Fantasy X* and *Metal Gear Solid 2*. Archers are also the lucky bastards of the Zodiac, so you'll be the first to conquer the nearly impossible *Stuntman* without getting too flustered, for sure.

CAPRICORN: Ambitious and assertive, goats don't waste time on wishful thinking—not when games like *Rez* exercise calculation and control. You've been known to start non-emotional attacks and swing at high-profile rivals, which makes Cap a champ at *Knockout Kings 2002*. Reminder: Artifacts nabbed along the bus tour in *Mat Hoffman's Pro BMX 2* are not real, you materialistic freaks.

AQUARIUS: You're too busy pursuing progress and innovative ideas to be restricted by *Tony Hawk's Pro Skater 3* environments. Never one to empathize, you even laugh when he bleeds. Because the Water Bearer is always mingling with fascinating people—and prefers to entertain itself with random, oddball, brainiac activities—*Crazy Taxi* and *Jak and Daxter* are more your style.

PISCES: As a spiritual and artistic sign that hates defined limitations, the fish will remix, scratch and echo in *Frequency* until its fins callus. When you're feeling sensitive, stay away from *Max Payne*; Pisces are very impressionable, and we'd hate to see your identity mold into that of a painkiller-popping martyr. And stop pitying The Green Goblin in *Spider-Man*—he's the bad guy!

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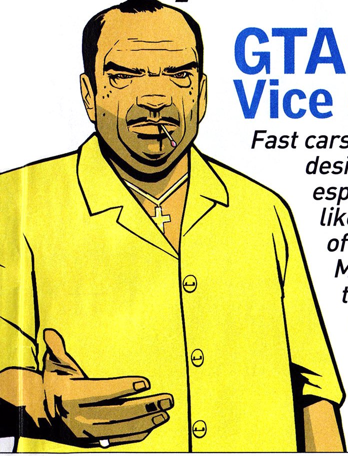

GTA: Vice City

Fast cars, hot women, designer drugs and... espadrilles? Sound like an episode of Miami Vice*? Maybe—but we're talking about Rockstar's sequel to* Grand Theft Auto III*, and we've got the hands-on story.*

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ELECTRONIC GAMING MONTHLY

Play Online

Are you itching to get online with your PS2, but all that techno mumbo-jumbo is giving you cold feet? *EGM* has a comprehensive guide to all things online: everything from reviews of the PS2 online launch games to an easy step-by-step tutorial on getting you set up for action. Plus, *EGM* takes a closer look at Xbox's online plans.

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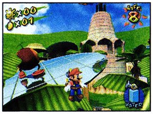

Mario Sunshine

Strategy abounds, with *GameNow*'s in-depth treatments on two of the summer's hottest titles. First, you get all the toughest challenges and biggest secrets of *Mario Sunshine*. Next, you'll find all the tactical tips you need to be the baddest SEAL on the planet in *SOCOM: U.S. Navy SEALs*. And as always, a ton of news and previews!

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COMPUTER GAMING WORLD

Sims-sational!

The top-selling PC game of all time is going massively multiplayer this fall, and it's either the best idea ever or the worst thing to happen to your social life. *CGW* goes behind the scenes to chat with the developers about bringing your favorite guilty pleasure online. Also, a look at *Op. Flash: Resistance*, the biggest add-on yet for last year's mega-hit.

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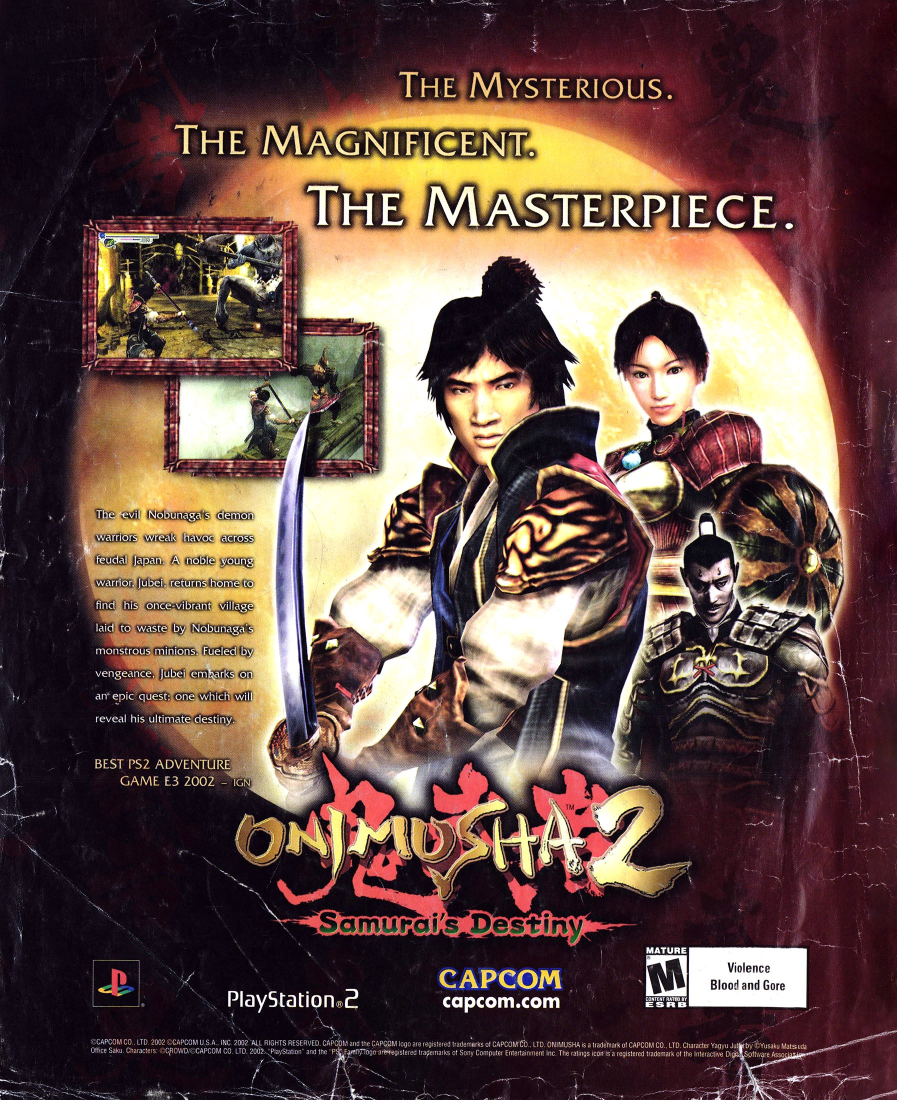

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